OFFICIAL: BRITAIN'S BEST-SELLING COMMODORE 64 MAGAZINE!

COMMODORE FORMAT

The very best C64 mag money can buy!

ISSUE 39 ● £2.95 ● DECEMBER 1993

tape
36
Future
SIDE 1
BOOM!

POWERPACK'D

FREDDY HARDEST FULL GAME
DEEP STRIKE FULL GAME
THE CURSE OF VULCAN READER GAME
ROBBERS PD GAME

MORE MORE MORE FOR YOUR C64!

BLIM! SOMEONE'S GOT YOUR FUNKY POWERPACK TAPE. A CRIM IS ON THE LOOSE. SPEAK TO YOUR NEWSIE NOW!

Tape to disk SMART! Turn to p.8.

BOOM!

Lemmings is finally here. Has it been worth the wait? Is it corker or cack? Read the definitive review inside.

Future PUBLISHING
Your guarantee of value
12
9 770960 516033

PLUS ● START YOUR OWN FANZINE ● GET SEUCKERED ● APEX BITE BACK

NOW A TOTAL MOUSE/ GRAPHICS PACKAGE FOR YOUR COMMODORE 64/128 AT A TRULY UNBEATABLE PRICE!!

COMMODORE MOUSE SYSTEM

COMPLETE WITH

OCP ADVANCED ART STUDIO

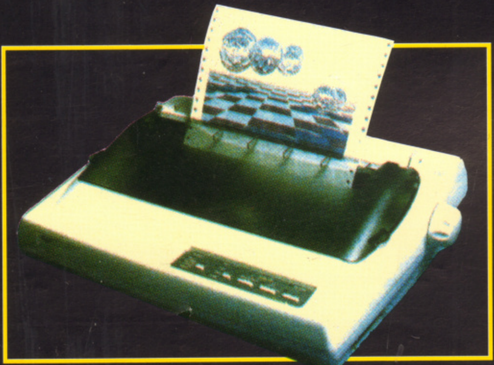
ONLY £34.99

- This commodore Mouse is a high resolution two button mouse featuring optical counting, teflon guides, microswitches, rubber coated ball and high quality interface.
- When combined with OCP Advanced Art Studio this graphics package is quite simply the best system available. The features are unmatched...
- Create an image - shrink it, expand it, move it, rotate it, copy it, colour it, etc., etc.
- Spray patterns or shades, make elastic lines - stretch and manipulate shapes.
- Zoom in to add detail in fine mode.
- Pulldown/Icon driven menus for ease of use
- Mouse operation, plus joystick and keyboard control.
- 16 pens, 8 sprays, 16 brushes - so flexible anyone can create superb graphics easily.
- Full cut and paste facilities plus excellent printer support.

TOTAL PACKAGE INCLUDES MOUSE/ MOUSE MAT/HOLDER AND OCP ADVANCED ART STUDIO
PLEASE STATE IF YOU REQUIRE TAPE OR DISK

FREE!

MOUSE MAT
AND
MOUSE HOLDER
(WORTH £12.99)
WITH EACH PACKAGE



LC 200 COLOUR PRINTER PACKAGE

NOW YOU CAN PRINT OUT YOUR PICTURES IN FULL COLOUR!

- The Star LC200 Colour Printer not only prints in Near Letter Quality for your regular jobs but also prints out your pictures from Art Studio, Action Replay, etc., in generous colour!
- LC200 is a full Centronics printer so it works with other computers (Amiga, ST, etc.)
- Made possible by Datel's unique colour printer driver - now you can have a hardcopy in up to 16 colours!!
- No more to buy.

PACKAGE INCLUDES STAR LC200 COLOUR PRINTER RRP £345.00
CENTRONICS PRINTER LEAD RRP £12.99
DATEL COLOUR PRINTER DRIVER SOFTWARE RRP £19.99
NORMALLY £377.98
COMPLETE PACKAGE NOW ONLY £259.00

COLOUR PRINTER DRIVER AVAILABLE SEPARATELY ONLY £19.99

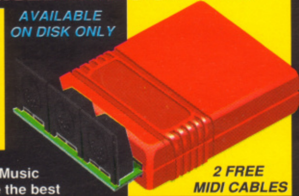
- If you already have an LC10 or LC200 Colour Printer we can supply the Driver separately.
- Works with Serial Version of LC10, Parallel Port, Sprint 128, etc.

▶▶▶▶▶▶▶▶▶ OTHER COMMODORE ACCESSORIES

DATEL MIDI 64 INTERFACE PLUS ADVANCED MUSIC SYSTEM

ONLY £39.99

AVAILABLE ON DISK ONLY



2 FREE MIDI CABLES

The Advanced Music System may be the best MIDI/music package produced for the 64/128 offering a huge range of musical composition features & MIDI compatibility, with the Datel MIDI Interface you have the TOTAL MIDI SOLUTION!

ONLY £29.99

- Quality Commodore compatible Data Recorder.
- Pause control.
- Three digit position counter.
- Counter reset.
- Comes complete - no more to buy!

ONLY £16.99

- 3 additional cartridge slots provided.
- Wear and tear on the original connector reduced.
- Switch provided for selecting between game cartridges rather than constant unplugging.
- Reset button built-in.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS
GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

Access
VISA
SWITCH

24 HOUR MAIL ORDER HOTLINE
0782 744707
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY £34.99 POST FREE

ACTION REPLAY

THE ACTION REPLAY MK VI WILL LOAD A 200 BLOCK PROGRAM IN UNDER 6 SEC

ACTION REPLAY MK VI

FOR CBM 64/128

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY CARTRIDGE EVER CONCEIVED!

- **TURBO LOADER** - Load 202 block program in under 6 seconds - world's fastest disk serial loader. On-board RAM and ROM achieves high loading speeds. Works with 1541/1571/Oceanic/1581.
- **INFINITE LIVES GENERATOR** - Automatic infinite lives!! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR** - Full 64K Freezer Monitor - examine ALL memory, including stack, I/O area and registers in their frozen state. Ideal for de-bugging or just for fun!
- **SPRITE CONTROL** - Freeze the action and view the sprites - watch the animation - customise your games - kill sprite collisions.
- **FREEZER FACILITY** - Now you can make your old slow loading programs load faster. Simply freeze the action and save to tape or disk to reload at superfast speed - no more waiting for programs to load.
- **DISK COPY** - Easy to use disk/file copier. Much faster than conventional methods. Ideal for backing up data disks.
- **TAPE TURBO** - This feature will add Turbo Reload to the programs that you save to tape - no user knowledge required.
- **FAST FORMAT** - Format an entire disk in about 10 seconds - no more messing about.
- **PRINTER DUMP** - Print out your frozen screen to printer - MPS 801, 803, Epson, Star, etc. - very versatile.
- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
- **SCREEN EDITOR** - Now you can edit the entire frozen screen with this text editor - change names on high scores, etc. Great fun!!
- **EXTENDED TOOLKIT** - Many single stroke commands for Load, Save, Dir, etc. Plus range of extra commands, i.e. Auto Number, Old, Delete, Merge, Append, Linesave, etc.

MORE LIVES
MORE POWER
MORE LEVELS

GRAPHICS SUPPORT UTILITIES DISK

SLIDE SHOW - View your favourite screens in a slide show type display

BLOW UP - Unique utility allows you to take any part of a picture & "blow it up" to full screen size

SPRITE EDITOR - A complete sprite editor helps you to create or edit sprites

MESSAGE MAKER - Any screen captured with Action Replay or created with a graphics package can be turned into a scrolling screen message with music

ONLY £9.99

THE REVIEWERS SAID...

"I'm stunned, amazed and totally impressed. This is easily the best value for money cartridge. *THE CARTRIDGE KING!*"

COMMODORE DISK USER

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given.

It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licencee thereof.

DATEL Electronics LIMITED

HOW TO GET YOUR ORDER FAST!

ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO.....

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON,
STOKE-ON-TRENT, ST4 2RS, ENGLAND. FAX 0782 744292
TECHNICAL/CUSTOMER SERVICE 0782 744324

Access VISA SWITCH

24 HOUR MAIL ORDER HOTLINE

0782 744707

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs.

OR CALL AT OUR LONDON SHOP 222, TOTTENHAM COURT RD, LONDON, W1. TEL:071 580 6460

ARVI b

COMMODORE
FORMAT

CF39
December 1993

Editorial & Advertising Offices:
Commodore Format, Future Publishing Ltd,
30 Monmouth Street, Bath, Avon, BA1 2BW.
Tel 0225 442244
Fax 0225 446019

EDITORIAL
Editor Andy 'Hutch' Hutchinson
Art Editor Ollie Alderton
Staff Writer Clare Hodgson
Staff Writer Simon Forrester
Art Assistant Lisa 'Secret Admirer' Kellett

ADVERTISING
Senior Sales Executive Caroline Simpson
Ad Executive Rob Bennett

CONTRIBUTORS
Editorial
Jason Finch
Andy Roberts
Apex Productions
Captain Blue
Vanessa Paradis
Yasser Arafat
Cover
Paul Kidby
Artwork
Mike Roberts

PRODUCTION
Production Co-ordinator
Claire 'Still Preggers' Fullick
Production Technicians Simon Windsor, Chris Stocker, John Moore, Heath Parsons, Mark Gover
Paper Controller Fiona Deane
Production Controller Claire Thomas
Group Production Manager Judith Middleton

SUBSCRIPTIONS (SEE P.28)
Subscription enquiries should go to: Future Publishing Ltd, Cary Court, Somerton, Somerset TA11 6TB ☎ 0458 74011

ADVERTISING PROBLEMS
If you have a problem, query or complaint about an advertiser in this issue then contact Alison Winter in writing at, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

MANAGEMENT
Publisher Colin Campbell
Promotions Insistent Tamara 'Relight my fire' Ward
Circulation Director Sue Hartley
Managing Director Greg 'Chris' Ingham

Commodore Format is brought to you from the corridor on the third floor near the coffee machine at Future Publishing, the home of : *GamesMaster*, *Super Play*, *Total!*, *Amiga Power*, *Amiga Shopper*, *Mac Format*, *Sega Power*, *Amiga Format*, *Amiga Format Specials*, *PC Format*, *ST Format*, *Amstrad Action*, *Edge*, *Game Zone*, *Sega Zone* and *Mega*! oh and some American mags too.

Commodore Format **is printed in the UK by William Gibbons and Sons.**

All material © Future Publishing 1993

ABC 41,626 PERIOD Jan-June 1993
Member of the Audit Bureau of Circulation

Hutch would like to thank: Grid for the tunes, Fodders for the sarnies, Lyn for the beer and Catherine for the tabs and that other stuff.
Ollie would like to thank: IRA terrorists for almost making him miss his holiday, but not quite.
Clur would like to thank: Maff for playing our covertape adventure when the CF team failed to get very far.
Lisa would like to thank:All those shy retiring blokes that fancy her, but don't have the bottle to ask her out. You know who you are!
Simon would like to thank: Michelle Marris for bearing up after being knocked down by a car.

CONT

12 ULTIMATE ADVENTURE

Simon takes his pack, sword and magical ring on a quest for a perfect text adventure.

16 NEWS

The latest hot gossip – and we don't mean a sad seventies dance troupe.

18 REMIX

Get up off your sofa and go and do something less boring instead, like writing your own C64 fanzine, with the expert guidance of Clur.

21 TMB

The Mighty Brain once more condescends to answering your letters. Listen up earthling, this could be your last chance.

25 BETTER BY DESIGN

A new series by the Apex boys – John and Steve take you through building your own game from a design point of view.

26 THE SECRET OF SEUCKCESS

Jon Wells starts a series of technical features about the world famous Shoot-'em-up Construction Kit.

29 TECHIE TIPS

The Watson to our Holmes, Jason Finch tries to solve your electronic problems. Don't write if your kettle's on the blink or your tumble dryer just makes things wetter; this is 100% C64.

32 DR FINCH

Jason struts his stuff as the techie guru once more. Shut up, sit down and listen to what the guy has to say.

46 OFFICE IN MY POCKET

Keep the records of your records up to date with the hairy one's guide to neatening up your databases.

GAME REVIEWS

60 WORLD CLASS RUGBY

Audiogenic

There's nothing Clur likes more than getting in the middle of a large scrum. See if she came out alive or dead bored on page 60.

62 LEMMINGS

Psygnosis

We've been waiting for *Lemmings* for so long and now it's finally here. An anticlimax, or more than we'd hoped for? Read on to find out.

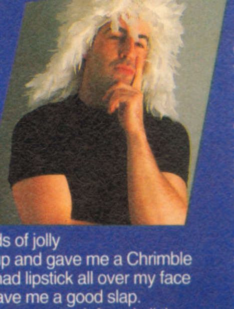
64 WWF 2 EUROPEAN RAMPAGE

US Gold

Simon takes a look at the second WWF game to trademark it's way onto the C64, and considers the prospect of releasing Hairy Happening™ T-shirts, bed spreads, toilet paper, and CF limited editions.

Commodore Format

HUTCH
EDITOR



Sad bunch aren't we, any excuse (*Lemmings* in this case) to dress up in a daft wig and we'll go for it. Still we were all feeling a bit festive and looking like a loony is a surefire way of dealing with it. My abiding memory of last Christmas is working behind the bar in my favourite pub (The Loft). It was incredibly busy and loads of jolly attractive young ladies came up and gave me a Chrimble kiss. By the end of the night I had lipstick all over my face and my girlfriend at the time gave me a good slap. However the best bit was when everyone left and all the bar staff sat down for a jolly well earned drinkie (purely medicinal of course) and a gossip. By comparison, Christmas day was jolly dull, just the usual over-eating, TV specials and a complete lack of snow.

LISA KELLETT
ART ASSISTANT

Our Lisa had a dreadful Christmas last year due mainly to the fact that she had a virus (which turned her hair green). She was really ill and her mum dragged her around Marks and Spencers (picking up all those last minute presents) and she was curled over on the floor. Her mum kept saying,

"One more present Lisa, one more present," while Lisa cooled her face on the tiles. Things improved slightly when the family bought a new tree and it was six foot tall and when Lisa discovered she'd lost half a stone and got admiring glances and wolf whistles from every blokie in the neighbourhood.

ENTS

47 OVER THE EDGE

Come with us once more to the land of the future, where dogs moo, cows squeak and reality is totally out of reach.

48 PD FORMAT

With a slight change of pace this month (we ran out of libraries), Simon takes a look at the various types of software available on the positively throbbing PD scene to cheapskates like you.

GAMEBUSTERS

Hold onto your hats because Britain's number one tipster is back with cheats, hints, tips, listings and that little loving that no-one else can offer. Andy Roberts *is* the king of the tipsters.

33 GAMEBUSTERS More tips than an asparagus addict could handle, The gamebuster ride of a lifetime starts here. All aboard!

34 THE SIMPSONS
The fifth and final part of our solution to this corker of a game.

36 NEBULUS
The towering heights of level 8.

37 LISTOMANIA
Loads and loads of listings to while away the winter evenings.

38 SUBURBAN COMMANDO Back down to earth for our extra-terrestrial hero.

40 CASTLE MASTER
Part two of the guide to this fab adventure.

41 STREET FIGHTER 2 Two more characters stripped down to the basics.

42 NOBBY Ant eating fun with our favourite aardvark.

44 NIGHTSHIFT Plenty of tips for night living.

45 POWERPACKED Last month's powerpack games given the Andy Roberts treatment..

50 UNCLE DAVE'S

If you're looking for a bargain then Uncle Dave's the chap to see. If you're looking to be ripped off then try a car boot sale.

51 COMPO

Win every single C64 product in the CodeMasters stores, that's too much *Dizzy* for one human being to handle.

52 MAIL ORDER

Have a root around in *Commodore Format*'s bargain basement at your leisure.

54 UNDER THE XMAS TREE

We spill the beans on what we're hoping to find at the bottom of our beds on Christmas morn and tell what you should be asking Santa for this year.

57 CHARTS

We tell you what you're buying. Erm… Excuse me?

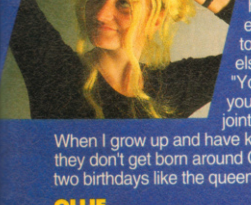
59 COMPO

Loads of *Lemmings* goodies to be won in our fab competition.

66 NEXT MONTH

You wanna look into the future? Get a crystal ball.

at Hair Bear Bunch!



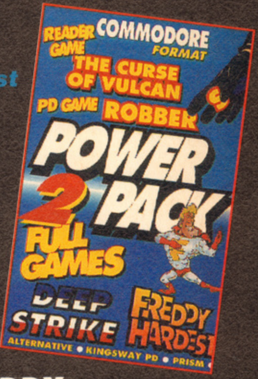
CLUR HODGSON
STAFF WRITER
The worst thing that could happen at Christmas happens every year to me. People come to visit my family, give everyone else presents, then say to me: "You'll have to wait a week for yours because we've got you a joint Xmas and birthday prezzie". When I grow up and have kids I'm going to make darn sure they don't get born around Christmas time. I should have two birthdays like the queen.

OLLIE
ART EDITOR
Ollie had a bit of a disastrous Christmas day because his mum and dad went to his gran's without telling him. It got better though when he had a vegetarian lunch with his brother and his mates in the upstairs flat. Ollie reckons that it was every bit as good as a full blown roast. Then he rounded off the experience by getting up early on boxing day and doing a quarter marathon. For the record he came 231st out of 500 people. Everyone else stayed in bed as a tribute to those plucky runners.

SIMON FORESTER
STAFF WRITER
Unfortunately Simon's Christmas was ruined by a slightly 'niggly' girlfriend who ruined the ambience a bit. The best bits were the times when he escaped from his girlfriend by running off down the street. *(Tell me Simon, are you still seeing this girl? – Hutch) (Mercifully no, thank you Hutch, I've found someone far better – Me! – Simon).*

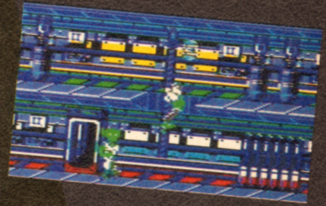
POWERPACK PAGES

Yet again we bring you a host of brilliant games all packed on to one discreet tape. No one ever need know you're using it.



FREDDY HARDEST

Part two of this great arcade adventure, explained in full on page six. Follow Freddy deep into the enemy base in search of a space shop to take him home (or at least to crash yet another deep space party).

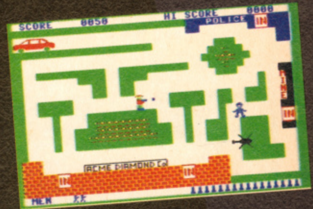


DEEP STRIKE

Bi-plane hi-jinx in this World War 1 fighter airplane. Guide your crew to the target and back again through ranks of enemy fire power.

COPS AND ROBBERS

The prisons are so full these days that you can get away with almost anything. Play Cops and Robbers and have a shoot out with the old bill. Do remember to leg it if the pressure gets too much.



CURSE OF VOLCAN

Another fab game from the pen of one of your fellow readers. See what you could do if you set your mind to it.

READER GAME
COMMODORE FORMAT
THE CURSE OF VULCAN
PD GAME ROBBER
POWER PACK
2 FULL GAMES
DEEP STRIKE
FREDDY HARDEST
KINGSWAY PD • PRISM •

POWER PACK

39

Oh, what it is to be a world famous playboy... But when the world seems a little small, why not wander off and smooch your way though space?

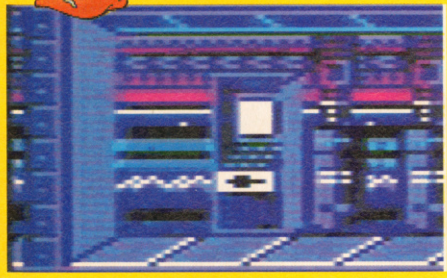
FREDDY HARDEST

Part two of this fantabulous game is set in the enemy base itself. There are 16 computer terminals scattered around the three levels of the base (it's from these that you obtain the captain's code and relevant information about the hyper-drive of a particular colour of ship).

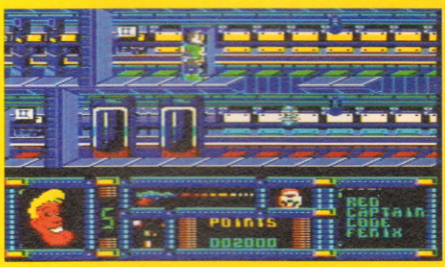
Nuclear energy cells are also scattered around and these must be taken to the marked lifts. To activate the lift, access the terminal control with 'up' on the joystick when you're standing in front of it.

When you've got all the relevant information and loaded a ship, go down to the hangars, jump in, punch in the captain's code and take off.

If all this sounds straight forward, just hold on a minute – you don't think it's going to be that easy do you? While completing your tasks you also have to cope with some pretty angry residents who don't want you making off with their ships. There are three ways to take out the bad guys – you can shoot, kick or thump 'em. Pull down on the joystick to pull out your gun then hit fire to blast your laser. Up and fire does an impressive flying kick, but I'm sure you can work out most of the moves for yourself (just hold fire and waggle like hell).



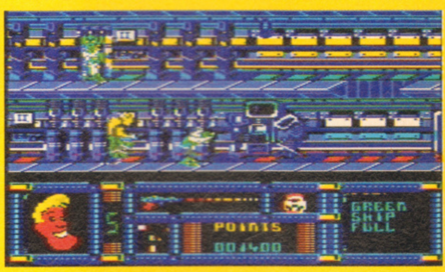
I'm just a computer terminal, short and snout, where the hell did Freddy learn that pout?



POINTS 002000

RED CAPTAIN CODE FENIX

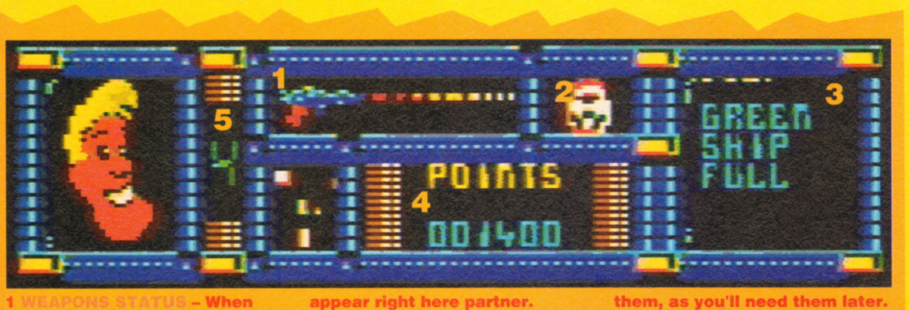
Freddy, though rudely turning his back on his adoring audience, accesses a computer terminal.



POINTS 001400

GREEN SHIP FULL

Very good Freddy – now try that when you're facing in the right direction, and you've got it.



GREEN SHIP FULL

POINTS 001400

1 WEAPONS STATUS – When Freddy's without a jot of fire-power he can still get through with a hefty kick or two.
2 NUCLEAR CELLS COLLECTED If Freddy's lucky enough to find one of the power cells it'll appear right here partner.
3 COMPUTER MESSAGE – Log onto a computer by pulling up on the joystick and the on screen message is shown here. Remember to write down the captain's codes when you find them, as you'll need them later.
4 SCORE – Get 10,000 and Freddy will get a new lease of life (or rather another old one).
5 NUMBER OF LIVES – They go quickly, so be careful as when they run out, you'll die.

CF VITAL STATISTIX

GAME	FREDDY HARDEST
PUBLISHER	ALTERNATIVE
GAME TYPE	ARCADE ADVENTURE
DIFFICULTY	PRETTY TOUGH

QUICKSTART INFO

Side One • Tape Count 000 • Joystick port 2

⬆ UP/Q	Jump.
⬇ DOWN/A	Duck.
⬅ LEFT/O	Run left.
➡ RIGHT/P	Run right.
● FIRE/Space	Fire gun/kick/hit.

If you weren't hard enough to complete part one, or you missed out on last month's powerpack, the code for part two is 25425.

DEEP STRIKE

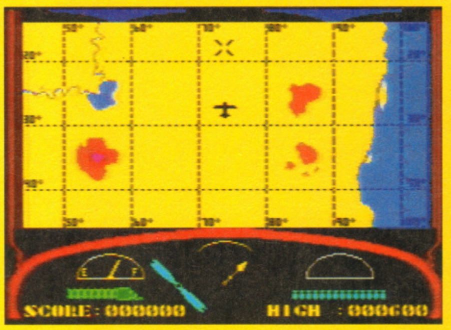
FULL GAME

Eee, them were the days – being woken up in the middle of the night, running downstairs and out into the cold air for fear of your house collapsing around your ears (I used to live by a train track, you see). Anyway, now's your chance to relive it all over again in a slightly more glamorous way – try your luck against the Red Baron and his flying circus of World War 1 flying aces. You too can take control of a fully armed fighter plane to blast your enemies out of the skies (and off the ground as well for that matter). There's planes, balloons, cannons and churches to take out your frustration, so get to the air and kill, kill, kill! Failing that, you could fly through the skies spreading warmth, light, and comfort to the scared victims of a bloody war below, but that's boring, so get killing.

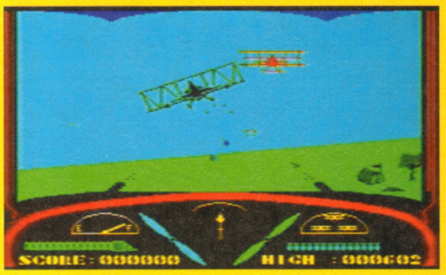
The game starts with your plane on the runway ready for take off, if you pull the joystick down (before you reach the end of the runway) you'll find yourself heading for the skies. Once you're up, you can control your flight by pulling down to climb (pulling back), up to descend (nose diving) and left and right to steer the plane (banking). Pressing fire will not only set off your machine guns but will also instruct the plane you're escorting to drop its bombs (I don't know – maybe they're really stupid or something).

Your enemies are red and your escortees are black, so don't make the mistake I did when I first loaded it up – I fired at the nasty little black thing in front of me to get it out of my way (which didn't exactly make me popular with The Cause). Mind you, if you don't fancy all this mission stuff you can just load it up and take off for a good shooting session – you won't score all that well but you'll have a jolly good time. Set the skill level (on the intro screen) to easy if you're just after a mindless bit of psychotic blasting, otherwise you'll get shot out of the skies before you can sing the first verse of *Those Wonderful Men In Their Flying Machines*.

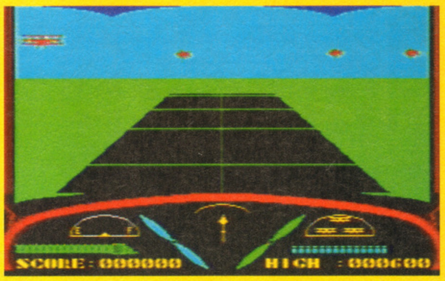
One handy tip for all those first time flyers – always remember which way the ground is, and avoid it at all costs.



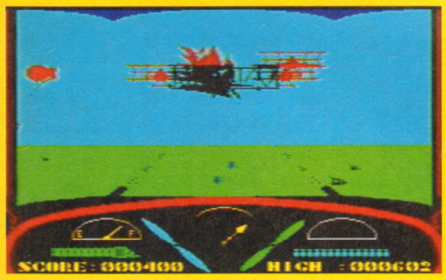
Help! My map's blown onto the windscreen, and I can't see where the heck I'm going! Mayday...



Oh, it's one of them there escorted planes. Oh what the hell, I'd better blow it away anyhow.



In classic bad planning, the final picture is one of you taking off at the beginning of the game.



Er... Excuse me... I hate to be al bore, but isn't that one of the good guys we're shooting at?

QUICKSTART INFO

Side One • Tape Count 068 • Joystick port 2

↑ UP/Q	Fly higher.
↓ DOWN/A	Fly lower.
← LEFT/O	Bank left.
→ RIGHT/P	Bank right.
● FIRE/Space	Fire guns and drop bombs.
M	Display map.

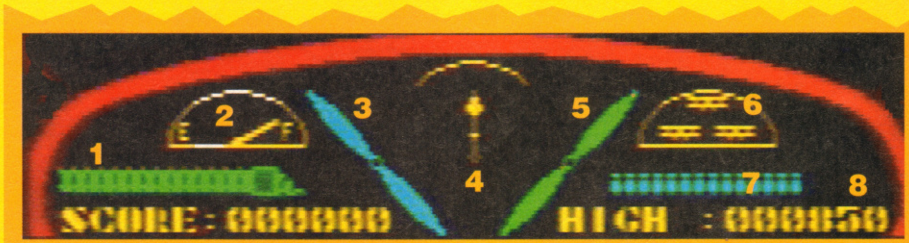
CF VITAL STATISTIX

GAME ....DEEP STRIKE
PUBLISHER ....DURRELL SOFTWARE
PROGRAMMER..............NICK WILSON
GAME TYPE..........ARCADE FLIGHT SIM
DIFFICULTY ....MEDIUM RARE

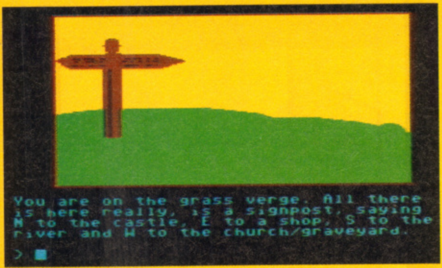
NO LOAD ZONE

If you're having a hard time loading this month's powerpack then plonk the duff tape in a jiffy bag, slip in an SAE, seal it up and send it to: CF 38 Tape Replacement, Ablex Audio Video Ltd., Harcourt Halesfield 14, Telford, Shropshire. TF7 4QD.

SIDE 2
CF
tape
POWERPACK

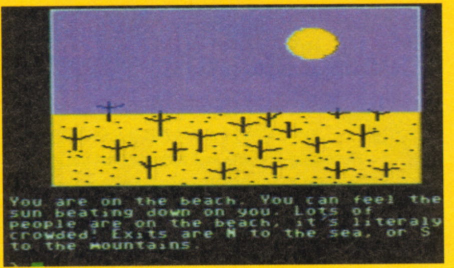


1 AMMUNITION – When your ammunition runs out you might as well be dead.
2 FUEL – Phut, phut, phut, bang, crash. Are you getting the general idea yet?
3 BLUE PROPELLER – Your damage meter, every time you get hit a bit of propeller disappears. When the propeller vanishes completely, so do you (in a puff of fiery smoke).
4 DIRECTION ARROW – Follow the arrow for your main target.
5 GREEN PROPELLER – Your present escort's damage meter. Which is usually high if you keep blowing them up.
6 NO. OF BOMBERS – Three won't last you very long so try and protect them as much as you can from things like the ground.
7 BOMBS REMAINING – Keep a few for the main target, but feel free to take out the odd church on the way..
8 SCORE – Beat your mates on the high score



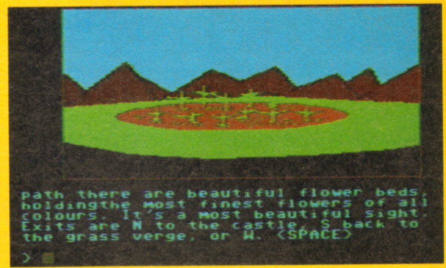
```
You are on the grass verge. All there
is here really, is a signpost, saying
N to the castle, E to a shop, S to the
river and W to the church/graveyard.

>
```

Off to the spooky castle, creepy graveyard, or a encounter with a vampire shopkeeper from hell?



```
You are on the beach. You can feel the
sun beating down on you. Lots of
people are on the beach, it's literaly
crowded! Exits are N to the sea, or S
to the mountains.
```

So this Volcan blokey doesn't want a whole island after all – he's just a beach bum surf dude!



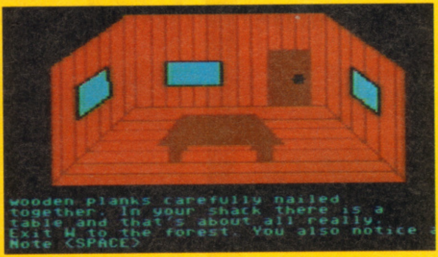
```
path there are beautiful flower beds,
holdingthe most finest flowers of all
colours. It's a most beautiful sight.
Exits are N to the castle, S back to
the grass verge, or W. <SPACE>

>
```

"Gah! And I would have gotten away with it, too, if it weren't for you meddling kids! Bogus!"

THE CURSE OF VOLCAN

READER GAME

Are you sitting comfortably? Then I'll begin. Once upon a time, before your father's father was nothing more than a sparkle in his dad's beerglass, there was a young boy named Algernon The Hopeless. His home was a tiny island in the middle of the Sea of Storms known as Rotena. Algernon didn't have a very full life, he spent most of his time gardening in his small allotment. One fine day he was digging up potatoes for his mother to roast with the Sunday lunch when he found three small strange objects. Being the dweeb he was Algernon decided that the best thing to do with the objects was to rub them together in his tasteless soil stained gardening mittens.



```
wooden planks carefully nailed
together. In your shack there is a
table and that's about all really.
Exit W to the forest. You also notice
Note <SPACE>
```

A cabin! Give me a home, where the buffalo roam, and I'll show you a house full of poo.

In an almost predictable manner, there was a sudden blinding flash that scattered the objects and caused Algernon to drop dead – he had awoke the Curse of Volcan. Volcan was an exceedingly ugly and evil wizard around in the early days of the world and, being true to all the classic conventions of evil wizards, he admired the stunning beauty of the small island Rotena and wanted it all for himself (wizards are like that). So he built himself an even smaller island off the coast from which he could cast long range spells in order to drive the natives away from their homeland. Finally, he had succeeded in driving most of the occupants away (the rest he either drove to a state of suicidal madness or turned into small green tree frogs).

Over the years the true story of the people of Rotena was lost amongst the myths and legends of the rest of the world, until one day a stone tablet describing the whole affair was found by our hero Oswald, son of Galahad the Druid king. The stone tablet told of a way to restore the island to its original inhabitants, the small, green, barking tree frogs. The three magical objects must be brought together again and taken over to the island in order to get rid of the terrible tyrant Volcan once and for all. Bring the three objects together and the island would turn back into the pleasant place that it was all those years ago (rays of heavenly light transforming bogs into beautiful flowing waterfalls, etc). Yup, you guessed it – here's where you come in:

Guide Oswald through his home town and beyond to find the lost objects, then onto the Rotena to do away with the evil Volcan (either by chanting ancient incantations, or a swift kick in a Very Painful Place). The game uses all the standard adventure vocabulary such as: get note, examine table, read book, go west with boat etc, so you shouldn't have too much trouble with the language. Remember not to give up at the first obstacle, a bit of lateral thinking will get you there in the end.

If you, like the author of this game, have written what you consider to be a darned fine adventure games, why not send it along to us? It's really simple – all you have to do is look on page nine (it's opposite, dummy) for the box called 'Send it in', and go from there. If you need a little inspiration, you could always take a look at this month's Ultimate Text Adventure feature, where we go over quite a few ideas.

If you get stuck on this game, however, there are four options open to you:

1 Refrain from ringing in for a solution – we don't have one, you see, so there's no point in asking us for it just yet.
2 Wait for a few months until we print the odd hint for it, or even a complete solution.
3 Try drawing a map – it'll help you see clearly exactly what you have explored, and exactly what you haven't.
4 Start panicking.

Quickstart INFO

Side Two • Tape Count 000 • Joystick port 2

It's word and not fire power that count in this game so here's a few to get you started:

Examine	Check out an object.
N/S/E/W	Go in a compass direction.
Get	Pick up.
Look	Look at your surroundings.
Inv	Inventory: what your're carrying.
Up	Up a ladder or something.
M	Display map.

CF VITAL STATISTIX

GAME ....THE CURSE OF VOLCAN
PROGRAMMER....RICHARD THOMPSON
GAME TYPE ....TEXT ADVENTURE
DIFFICULTY..............EASY TO MEDIUM

WANNA SEE MORE?

Font Editor 3 is just part of a PD utilities disk available from Pensnett PD. If you'd like a catalogue of their library then send a large SAE to: Pensnett PD, 21 Tiled House Lane, Pensnett, Brierly Hill, W. Midlands. DY5 4LG.

Tape to disk

If you're lucky enough to own a disk drive and want to use it as well as admire it, then you get hold of this months Powerpack on disk. Simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order , made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to:

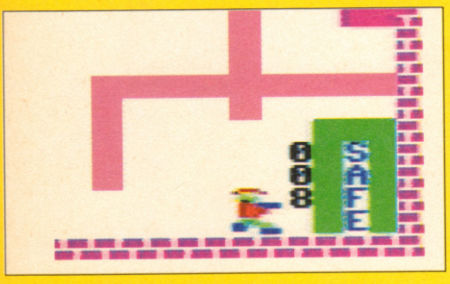
CF 39 Tape To Disk
Ablex Audio Video Ltd.
Harcourt Halesfield 14
Telford
Shrops. TF7 4QD.

ROBBER

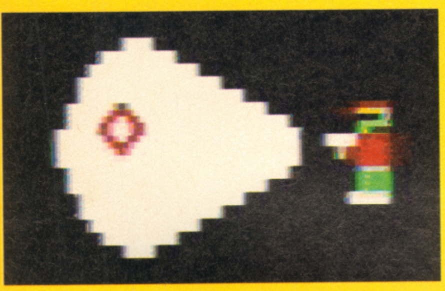
Diamonds are forever, or so the people who are trying to flog the overpriced gems say. Lisa loves 'em – they're definitely her best friend, but nicking them from department stores can get you into an awful lot of trouble, especially when the cops are roaming the building on the look out for shoplifters. So what does the respectable shoplifter do when a security guard comes his way? Put the nicked stuff back on the shelf and run like the wind to the front door? Nope, he shoots 'em dead *(I can feel an attack of censorship coming on – Hutch).* It's almost as violent as Tarantino's fab film *True Romance* (almost but not quite as that was to violent for words). *Cops and Robbers* is one of those games that you play purely for points (and what do points make?), the more diamonds you collect and the more cops you kill *(What is this – Ice T the computer game? – Hutch)* the more points you get. Simple as that, really.

You start off in the streets of a lawless mid western town. There are cops everywhere, even up in the skies whizzing around in a helicopter. Try to avoid the 'copter as you make your way to one of the buildings in the centre of town. There are three different buildings to raid for jewels - the store, the mine and the jail.

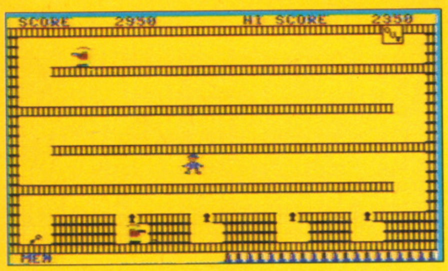
If while you're on your shoplifting spree one of your men gets caught, he'll get locked up in jail. But you can bust him out if you need him. Break into the jail then wander to the cells, shoot a few guards *(As you do! - Hutch)*, nick the key, shoot a few more guards and release the prisoner. This will effectively give you an extra life to paint the town red with (and I'm not talking about paint).



Crime is no joking matter – being in possession of oversized numerals can get you up to 20 years.



And illegally blowing glass figures is a federal offence in quite a few states of America.



Little Jimmy is serving a life sentence for picking his nose on the first Thursday of the month.

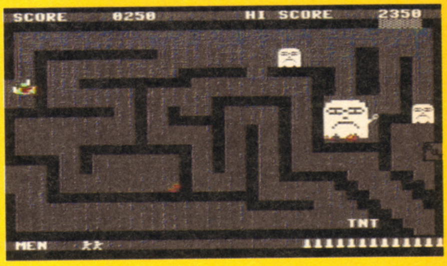
QUICKSTART INFO

Side Two • Tape Count 070 • Joystick port 2

UP	↑ Move up.
DOWN	↓ Move down.
LEFT	← Move left.
RIGHT	→ Move right.
FIRE	● Fire weapon/turn safe
F1/F7	Fast or slow.

VITAL STATISTIX

GAME	COPS AND ROBBERS
PUBLISHER	KINGSWAY PD
PROGRAMMER	MIKE DAVIS
GAME TYPE	ROMP
DIFFICULTY	QUITE EASY REALLY



Hold on a minute... Since when did you see a poltergeist in *The Big Italian Job*?

SEND IT IN!

If you've written any games at all that you'd like to see immortalized on the CF covertape for all eternity to peruse and marvel at, it's all really quite simple.

All you have to do is cut out and fill in the form below, and send it to us (along with your game, of course) to the usual address.

Remember – anything you've got, as we take a look at every single one that comes our way, and yours might be the one we pick!

SEND US YOUR SOFTWARE

Name of your program:

Type Of Program:

Your Name

Your Address:

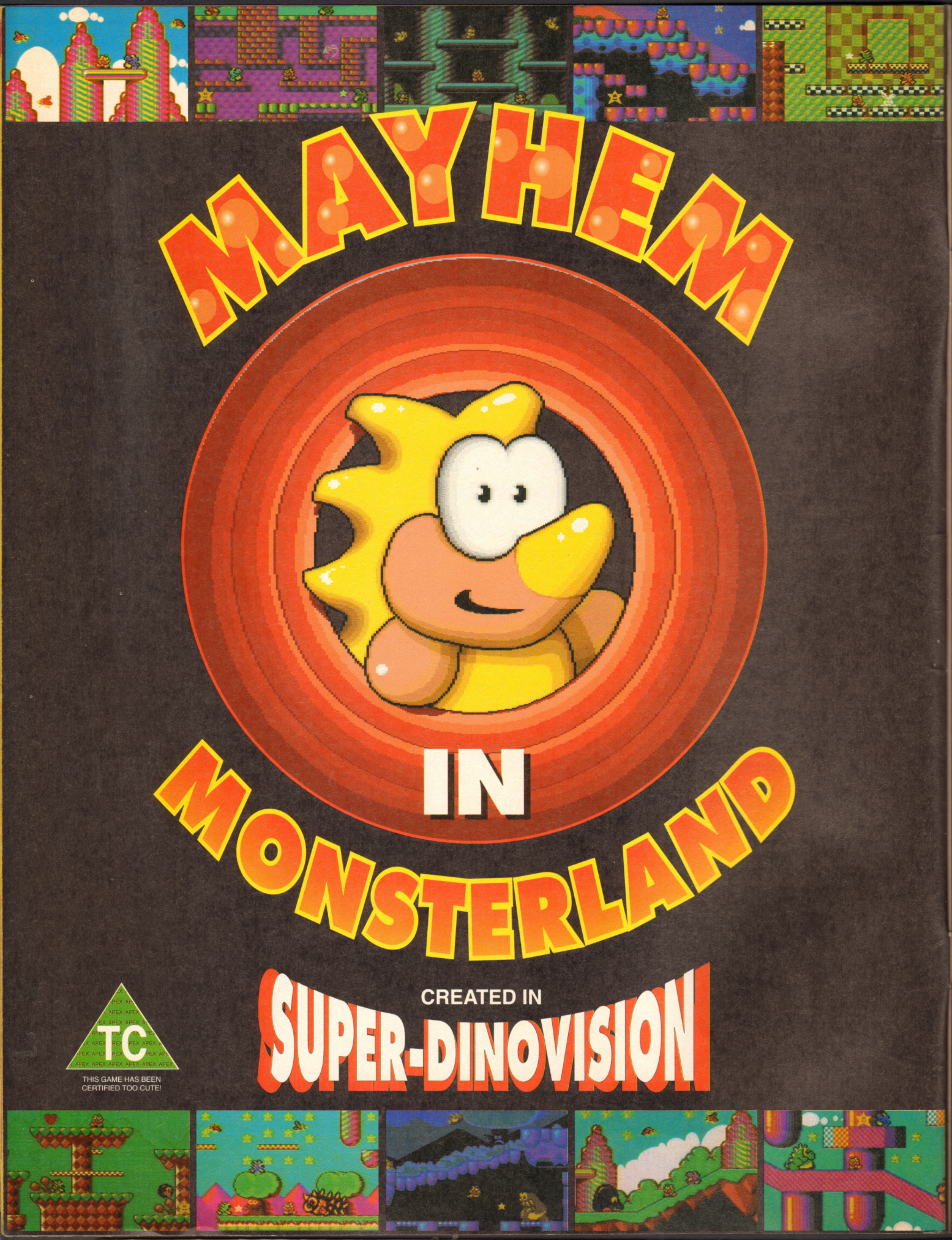
Daytime Telephone No;

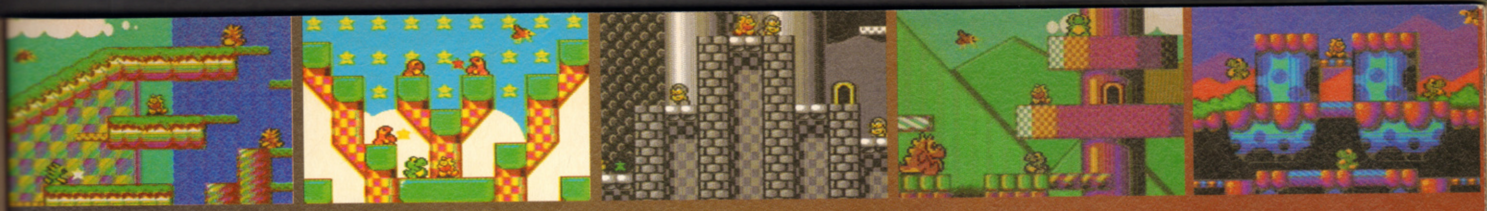
The enclosed program is hereby submitted for publication by Commodore Format. It is entirely my own work and as far I know it does not infringe copyright laws. This program has not been submitted to any other magazine of software house and I will notify you in writing should this situation change. Ta a lot me old mucker.

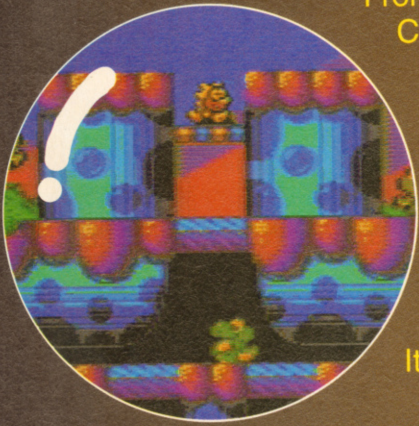
Signed **Date**

WANNA SEE SOME MORE?

If you'd like to see more of this sort of thing, send an SAE to Kingsway PD, 72 Glencoe Road, Sheffield S8 9QE for a catalogue of the masses of PD that they'll be happy to supply you with.


MAYHEM
IN
MONSTERLAND
CREATED IN
SUPER-DINOVISION
APEX
TC
THIS GAME HAS BEEN CERTIFIED TOO CUTE!





From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.

It's a Corker!

COMMODORE FORCE HURRICANE HIT!

£8.99 CASS

£9.99 DISK

★ First video game to receive 100% ★

★ Super-fast full screen scrolling ★

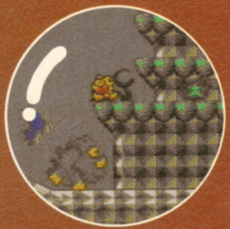
★ Fully interactive soundtrack & SFX ★

★ Amazingly detailed graphics ★

★ New non-standard colours ★

★ Not available in ANY shops ★

C64 SCREEN SHOTS



PLEASE SEND ME MAYHEM IN MONSTERLAND (TICK RELEVANT BOX)

☐ CASSETTE £8.99 ☐ DISK £9.99 **PRICES INCLUDE P&P**

Send to: Apex Computer Productions Ltd., PO BOX 100, South Ockendon, Essex, RM15 5HD. Please enclose a cheque/postal order made payable to **APEX COMPUTER PRODUCTIONS LTD.** Allow up to 28 days for delivery.

NAME...

ADDRESS...

....

....

POST CODE..........................

THE ULTIMATE TEXT ADVENTURE

For seven years, Simon Forrester journied through the land of C'madur in search of the ultimate text adventure. We join him shortly after he's discovered the philosopher's stone, as he tosses it aside to continue with a far more important quest.

The doors of the Future Publishing lift swished shut leaving the faint smell of aubergines lingering on Hutch's clothing. The floor numbers slowly counted up until they reached floor five. The doors opened again and Hutch left the lift, stepping neatly over the comatose software house representative who'd made the mistake of complaining to Simon about one of his reviews.

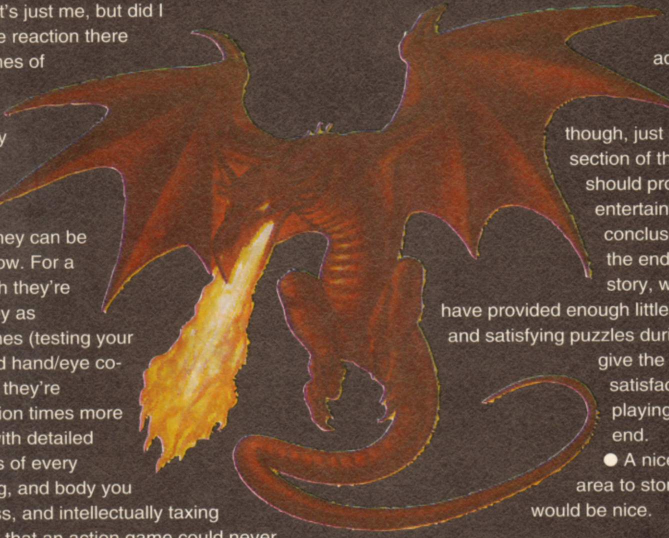
The shelling was surprisingly light for a Monday and so Hutch didn't bother with the flak jacket, though he did plonk a hard hat on his head. As he passed by the Amstrad Action offices he heard a faint groaning coming from underneath a desk. He peered over the top and saw Dave Golder lying on the floor with a nasty bruise on his head, while next to his cranium lay a golf ball. As Hutch surveyed the scene of devastation another golf ball came flying from the direction of the Mega offices, bounced off his hard hat and came to rest in the coffee machine.

Deciding that he'd leave Dave to his own devices, Hutch turned the laser triggered alarm off, opened the CF office door and kicked it open. A large hallibut fell onto the floor with a satisfying thud and Lisa's face appeared around the corner. She cursed her aim, picked up the fish and dropped it back into the Mighty Brain's tank.

You sit down at your lovely imitation pine desk. On the desk is some unproofed copy, a large red pen, some Jaffa cakes, seven toilet rolls, a packet of Annadin Extra, Vanessa Paradis and a cormorant called Trevor. There are exits to the west and east.

...What do you want to do?
Eat Jaffa Cakes
...Jolly tasty too, bit stale though. What now?
Laugh hysterically and throw a toliet roll at Lisa
...Good shot. The roll bounces off Lisa's head. She looks a bit bemused. What now?
Resign and retire to Australia to raise a fine beer gut
...Nice try, but this is Future Publishing. There is no escape. What next?

Are you getting a little bored with your action games? Does all that platform jumping, alien wasting, cute bashing fun get a little shallow after a while? Well, I would advise you to settle down with a good book, but a lot of people find that the lack of interaction makes them a poor second to computer games. So why not get a little closer to your goals by playing a text adventure game?



Maybe it's just me, but did I sense a little reaction there along the lines of "And why don't you just go away and die?". Well don't be like that – they can be fun, you know. For a start, though they're not as pacey as arcade games (testing your reflexes and hand/eye co-ordination), they're several million times more involving, with detailed descriptions of every where, thing, and body you come across, and intellectually taxing to a degree that an action game could never achieve (they rely on brain power, testing logic problem solving, imagination, lateral thinking, and all manner of other mental skills).

As well as being a lot more 'wholesome' (I did promise myself I'd never use words or ideas in as patronising a way as that, but what the hey) to play, they have much more to them – but I can't sit here wibbling on about how wonderful text adventures are all day, because I've got to go off and find one.

SECRETLY PLOTTING

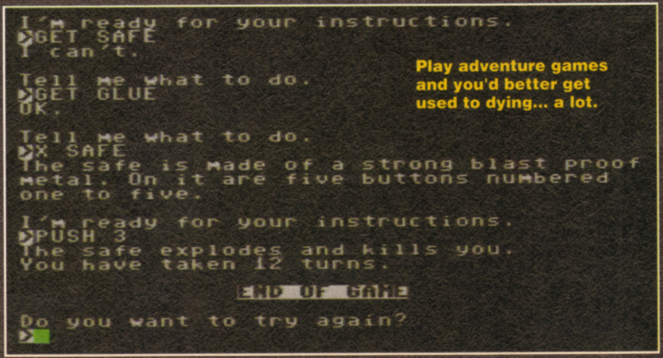
I'm not going to spend too much time on this one – plots are largely irrelevant. All the player really needs to know is what he's trying to do, and why. There isn't much need for a novella to accompany a game – the occasional title has had one, but these have been largely superfluous, and haven't needed to be read in order to understand the actual adventure.

So something light, frothy, and above all short always seems to cut it with me.

● Don't bore me with epic struggles that happened two centuries prior to the events depicted in the game itself.

MY – IT'S SO BIG!

Just in case you're wondering, this whole adventure lark does have an origin, in the form of the Very First One. It ran on a mainframe, under the name of The Very Big Cave Adventure. They weren't lying. It was big – I mean really big. Some might say it was a little too big, but personally I don't think so. I like to use the phrase 'comfortably sized' *(Shut up and get on with it – Hutch).*



```
I'm ready for your instructions.
>GET SAFE
I can't.

Tell me what to do.
>GET GLUE
OK.

Tell me what to do.
>X SAFE
The safe is made of a strong blast proof
metal. On it are five buttons numbered
one to five.

I'm ready for your instructions.
>PUSH 3
The safe explodes and kills you.
You have taken 12 turns.

              END OF GAME

Do you want to try again?
>
```

Play adventure games and you'd better get used to dying... a lot.

The point of all this *(You mean there is one? Hutch)* is that when you buy an adventure, size is nice – a thick novel is always better than a cheap little paperback, and the same applies for the computer game versions. You see, a text adventure is all about exploration – not completion. Each adventure is a collection of singular puzzles that combine, in the long run, in the completion of said game. If a text adventure is worth its salt, though, just solving a small section of the puzzles should provide enough entertainment – the final conclusion just marks the end of an epic story, which should have provided enough little conclusions and satisfying puzzles during its course to give the user enough satisfaction throughout playing, not just at the end.

● A nice huge playing area to stomp around would be nice.

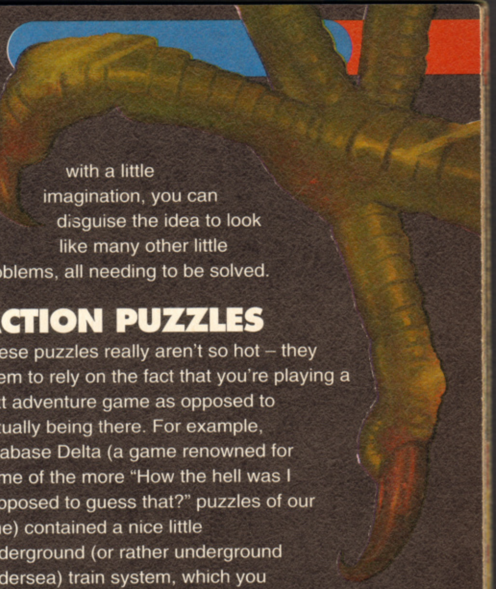
WORK IT OUT

So what about these puzzles, then? Well, they usually fall into three types – single objects, action, and complex.

SINGLE OBJECT PUZZLES

These are probably the most standard form of puzzle you'll find in a text adventure, examples of which would be locked doors which you could only pass through if you were holding the right type of key, magic barriers that require the player to be holding runestones to cross, or even a sentry that blocks your way if you're not carrying a pass.

Don't ever think that single object puzzles are just restricted to access, though. For instance, there are many games that require you to be wearing (just a slightly more complex form of holding, when it comes down to it) a pair of gloves in order to pick up an un-handleable object, or you may need to be holding a bucket in order to carry water, or whatever. The point is that one action is closed off to you unless you're carrying or wearing a particular object. Now you may think that this is a pretty simple kind of puzzle, but if you think about it, with a little imagination, you can disguise the idea to look like many other little problems, all needing to be solved.



ACTION PUZZLES

These puzzles really aren't so hot – they seem to rely on the fact that you're playing a text adventure game as opposed to actually being there. For example, Seabase Delta (a game renowned for some of the more "How the hell was I supposed to guess that?" puzzles of our time) contained a nice little underground (or rather underground undersea) train system, which you could quite happily get in, look around, and attempt to operate, by way of a button which was clearly marked as the one to use. The dialogue ran a little like this:

Press button
YOU CAN'T
Why? Because you're not sitting down. So:
Sit down
OKAY
Press button
YOU CAN'T

Still perplexed? Well, assuming you managed to guess the highly improbable sitting-down thing, you'd probably assume the train wasn't working, and go off in search of something else, or better still, something to fix it with. Both courses of action would be utterly wrong, because the correct course of action (well, the correct course of action if you want to see the rest of the game) would be:

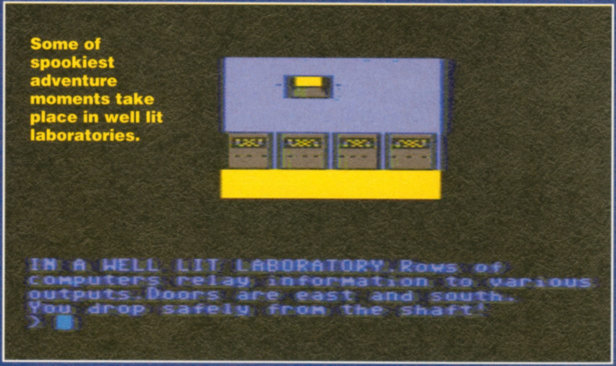
Sit down
OKAY
Fasten seat belt
OKAY
Press button

Had you (improbable though it may be) been in that situation, you'd have automatically sat down, and most probably put a seat belt on without even thinking twice, but instead, you have to go through the whole stupid thing step by step. And what kind of use is that? Is suffering this kind of abysmally stupidly naff game design really any fun whatsoever? No. Just thinking about it makes me want to go out and hit small furry rodents over the head with a mallett *(Don't try this at home kids - Hutch).* Action puzzles are No Fun, and if you ever come across a game that's chocker with them, chuck it away immediately, before your blood pressure gets so high that your spleen explodes.

COMPLEX PUZZLES

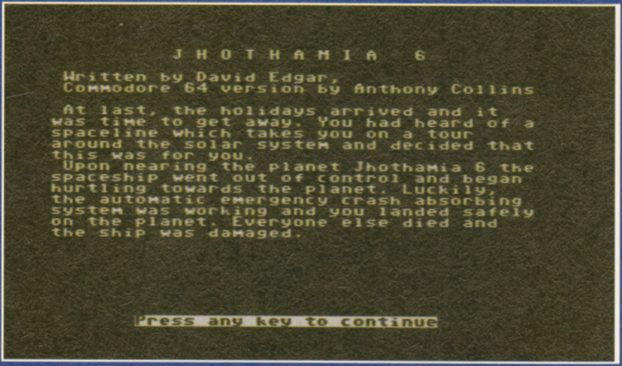
Now these are what games of the gods are made of – real puzzles involving real actions with real logic, and real consequences. For instance, let's take a theoretical game that we spent a while dwelling on over at Amstrad Action (CF's sister mag, and my homeland). The game itself was based around the trivial task of

➤



Some of spookiest adventure moments take place in well lit laboratories.

```
IN A WELL LIT LABORATORY.Rows of
computers relay information to various
outputs.Doors are east and south.
You drop safely from the shaft!
>
```



```
              J H O T H A M I A   6

  Written by David Edgar,
  Commodore 64 version by Anthony Collins

  At last, the holidays arrived and it
 was time to get away. You had heard of a
 spaceline which takes you on a tour
 around the solar system and decided that
 this was for you.
  Upon nearing the planet Jhothamia 6 the
 spaceship went out of control and began
 hurtling towards the planet. Luckily,
 the automatic emergency crash absorbing
 system was working and you landed safely
 on the planet. Everyone else died and
 the ship was damaged.




           Press any key to continue
```

Space-based adventures offer plenty of opportunity for spaceship piloting, extra-terrestrial encounters and the odd barbecue.

doing laundry, and featured (surprise surprise) a washing machine. The washing machine itself was rather a complex little thing *(Tell me about it - Hutch).*

You see, in order to work the thing, you have to put money (it was in a launderette, you see), washing powder, and your clothes into it. And that, as they say, was that. Had the game been another action puzzle job, you'd have had to open the door, put the laundry in, close the door, open the powder tray, put the powder in, close the draw, put the money in the slot, then finally turn the infernal thing on. Instead, Bubbles (the working title for the theoretical game) took it for granted that you'd open the door before trying to put the clothes in, etc.

● Don't irritate me with worthless, illogical, and irritatingly abstract puzzles which do little more than confuse, or I'll kill you.

MAP HAZARD

When you load up an adventure for the first time round, one of the most important things to do is start building a map. This is a very simple box affair, as text adventures are nearly always laid out on a grid-like way. Nearly always.

Imagine the following; you start on location one, go east to location two, north to location three, and west to, if you've got a really unfriendly game on your hands, location one again. This is not right. The actual excuse for this is that the exits from a room are not always exactly in the direction that's portrayed. This is all very well when we're talking about keeping something lifelike and realistic, but when all comes down to all, it's just a pig to use, and the hassle you'll have trying to keep track of exactly where you are far outweighs any sense of realism gained from laying out a game in this way.

You see, for a 64 location game to be playable, it really does help if it's mappable as well, as you really can't expect anyone to keep track of exactly where all the rooms are geographically if something isn't quite simply laid out. I'm not saying the maps should be simply designed – it could be laid out like the Hampton Court maze, just so long as every direction is exactly that direction, and the whole thing lies comfortably on a grid structure.

● If it doesn't have a logical map, it's worthless.

LOOK AROUND YOU

So we've got a map, and we've got lots of lovely locations. When you enter one of these locations, you'll be given a description of the room. That's right – there are a lot of different ways to describe a room, as well.

Let's start with a sample room description.

You are standing in a meadow, with an unpassable cliff blocking your exit to the north. You can see a gun.

Okay, that's fine for a simple description, but aren't we losing the point of text adventures just a little? Surely you'd prefer:

The bright sunshine makes the meadow you'd standing in look positively serene, as the gentle breeze ripples the lush green grass right the way to the towering northern rock face. Looking around, you can see a shape gleaming darkly on the ground ahead. As the grass sways gently in the breeze, the shape reveals itself to be a hand gun.

Now that's more like it – when was the last time you read a novel that contained something as brutally abbreviated as "Simon went into the restaurant, shot Clare, and went home again"? It just doesn't work as well as a long, drawn out description of the lead pumping into Clare's twitching corpse *(Er… Excuse me – Clur).*

To shorten this down to just three words *(Which you could have done about half an hour ago – Hutch)*, verbose is good.

● Nice, lengthy descriptions, please.

TRY NOT TO LAUGH

The next big feature either included or studiously omitted by a lot of text adventures is humour. Now I'm not trying to say that all adventures should be funny, just as serious novels are incredibly worthwhile, but humour should not be avoided if you're the kind of person who would use it – some of the best adventures of all time have been more than a little comical (I'm thinking specifically of Leather Goddesses Of Phobos), a game which found its way onto most formats.

Quite a while ago now, a man called Douglas Adams (author of the famous Hitch Hiker's Guide To The Galaxy series, for those of you who avoid all forms of literature like the plague) put his best selling novel (HHGTTG) onto computer in the form of a text adventure, a game which captured the imaginations of many adventure writers, really showing them just what they could do with a computer, a sense of humour, and a little time. Also, the fact that the man himself was both a comic and a literary genius helped him quite a bit, but that's another story (it doesn't fit my argument).

I guess what I'm trying to say is that I'm a big fan of humour – if used properly, it can transform the dullest game into a laugh riot, and wholly useless objects can be justified if their description or purpose is in the least bit comical (people don't get as annoyed by red herrings if they make them laugh).

● We definitely need humour.

PARSERS

For all those of you who aren't yet familiar with text adventures or the language that goes with them, the parser is the part of the program you directly deal with – it's the bit that accepts your commands, and tries to interpret them into something it can make sense of. Recently, that term has grown (it was originally a programming term) to encompass the theoretical chunk of the program that actually accepts commands and acts on them. So what?

Well, the standard of parser varies greatly from game to game, with some adventures allowing you to place objects inside other objects (put key in box), give multiple entries (take pen and paper or take gun and kill Clare (will you just stop that? Clur)), or even use more complex sentence forms (take pen and break it). Of course, a lot of these types of command structures are largely unnecessary, but they really do help to make an adventure a little less like an exceptionally simple logic system.

The next criteria for a good parser is for it to have a large vocabulary. For instance, referring back to Seabase Delta, and, in fact, that very same tube train, when you wanted to get out of the train again, you had to undo your seat belt (which, as we've already seen, is far from desirable). However, the parser wouldn't co-operate if you tried to use words like 'undo' or 'remove', and so you had to sit there, stuck, until you came up with the word 'unfasten'. This just leaves you thinking "What good was that?" because you knew full well what you wanted to do, and the only thing that was preventing you was incredibly bad programming.

- A comprehensive parser is a must.

EXTRAS

It's always nice to know that a programmer has put a little thought into the game, and given the player the odd helpful extra. Here are a few that you might find useful:

Undo – No-one's really quite sure whether a command that lets you undo wrong moves is really cheating or not. Personally, I rather think it s, but having one at hand means you don't have to restart your game and follow your footsteps exactly, going through the whole thing again just to get back to where you were is a pain, so a little cheating can be nice.

Verb – This is a command that you don't come across all that often any more. The basic idea is that if you want to know for definite exactly what a parser will understand, it's nice to be able to call up a complete list of commands. The reason, incidentally, that this has stopped is because having to have a copy of the manual to play a game is quite an effective weapon against software piracy.

Filing – If you're going to go on an epic journey across the land of whatever, it's nice to be able to save your position at the end of the day and come back to a game later on. 'Nuff said.

Quit – It really is strange, but there are quite a few games that don't have the option to restart. This leaves you running round desperately trying to get killed (which is quite hard once you start trying) just so you can start again.

- Make my life a little easier with some extras, thank you very much.

HAYLP!

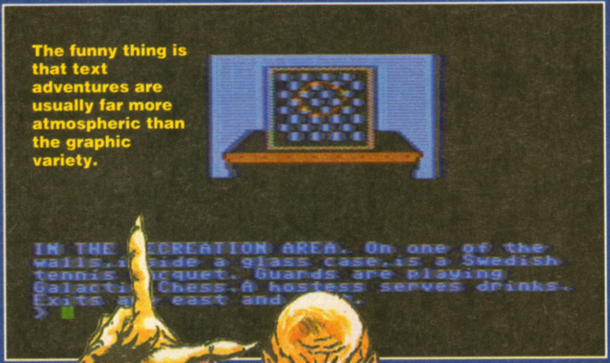
There are many games that will freely give advice when you ask for it, and many that just tell you to sod off. Neither is all that much fun, to be honest. I propose a happy medium of the two extremes – no game would ever be worth playing if you knew that right from the start you had the complete solution at your fingertips, but at the same time you want to know that if you ever get into really serious trouble help is at hand. This is why cryptic or limited clues work best, where the game doesn't give you an entire solution to any puzzle when you ask for it, but instead offers little hints as to what you might like to try doing.

- Don't tempt me with a full solution – everyone likes a challenge.

GRAPHICS

Do you want pictures in your game? Well, it all boils down to one type of question – do you like radio plays? If, like me, your imagination is free enough to conjure up reasonable mental pictures of what a room looks like (a radio person), you won't want someone else's interpretation to spoil that image for you. If, however, you don't automatically fill in the gaps of a description and need help to visualize your locations (a TV person), graphics are all well and good (neither type of person is better, they're just different).

- This one's entirely up to you.



The funny thing is that text adventures are usually far more atmospheric than the graphic variety.

```
IN THE [illegible]ECREATION AREA. On one of the
walls,[illegible]side a glass case,is a Swedish
tennis [illegible]cquet. Guards are playing
Galacti[illegible] Chess.A hostess serves drinks.
Exits a[illegible] east and [illegible].
>
```

THE ULTIMATE TEXT ADVENTURE

In final conclusion, then, my all time world-beater of a text adventure must have a short and succinct plot outlining and major relevent points, whilst leaving out all the irrelevant cack. The world itself has to be a nice big (but logically structured place) with lots to see and do (all of which should be nicely described), with each puzzle having a logically solvable solution. As well as being detailed and lengthy, all texts in the game should be jolly and, if at all possible, funny.

On the programming side, life should be made easy – not only with some useful extra commands, but with an intelligent parser, stuffed full of useful commands, and brimming over with commands that I may never use, but are there if I ever decide to (to make me feel like I'm freely roaming as opposed to following some pre-defined route).

FIVE NEW COMMANDS FOR A TEXT ADVENTURE

Armageddon – Those computer controlled characters really can get you down at times…

Careful – Well, why the hell not?

Kipper – To be used to dispose of enemies with a kind of wet slapping noise.

Milton Keynes – For when you want to transport evil characters to an eternity of insufferable hell.

Solve – Introducing the one-command adventure!

Spontaneously Combust – In extreme cases when you're desperately in need of escape.

Terraform – Do you find those troublesome hills keep blocking your progress?

Uzi – For those times that a magic hat doesn't quite cut it.

Improvise – For when you need ideas for boxouts in CF features.

POSSIBLE WORLDS: HOW ABOUT THESE ADVENTURE PLOTS?

Home and away - Sophie meets a handsome surfer on the beach and has a snog, but gets spotted by Pippa. You've speak to Bobby who offers to help you if you collect five objects for her. The clock's counting down and you've got 24 hours to find all the objects and get Bobby to speak to Pippa.

Chancellor - Your party has swept into power for the third time running and you've been appointed Chancellor. Unfortunately, all those disastrous economic policies of the past have caught up with you and the country's on the verge of bankruptcy. There's no way of reversing the decline, but can you get yourself a load of company directorships and a peerage before time runs out and the people riot?

Teen sensation - You're a good looking 19 year boy with a desire for fame, money and a guest spot on Celebrity Squares. Can you form a five piece pop band and make it to number one on Christmas day before puberty hits and you lose your allure?

Deadline: You're the Editor of a brilliant best selling C64 magazine. Can you hit deadline despite having to write boxouts for your staff writers?

SNIPPETS

Don't just sit there doing nothing, read this, it could just change your life forever.

PICTURE THIS

Loads and loads of you have been phoning up and writing to us to ask when we're going to hold another Arty Party. We always try to do right by our readers, so send us your 64 related drawings or computer created paintings and we'll print the best in Arty Party II, the revenge of Hutch, in a couple of issues time. You never know we may rummage through the office and magic up a prize for the best one, so don't forget to include your name and address with your creations.

Send your art work to: Arty Party II, Commodore Format, 30 Monmouth Street, Bath, Avon. BA1 2BW.

GALLUP GALLOPS TOWARDS A NEW AGE

Gallup have announced a major overhaul of their games charting service, starting in the new year. Gallup (just in case you didn't know) are the folks who tot up all the numbers to bring you the games chart that we use in CF every month. As from January 1994, they'll be monitoring the sales figures of 2521 retail outlets, compared with the mere 842 that they get figures from at the moment.

The new stores include large chains such as Argos, Ritz video, Comet and Tandy, although many more are currently considering joining the survey base. But more importantly for the 8 bit market, is the fact that they've tied up a deal to use all purchase data from the various EDOS outlets all over the country. So make sure that you watch out for the all format software charts - we'll be back.

SUBURBAN COMMANDO COMPO WINNERS

Back in issue 36 we ran a compo in conjunction with Alternative software. We've now drawn the winners and their names and tie breaking anagrams are listed below. (For those with a short memory we asked you for anagrams of the words *Suburban Commando*).The best five win a copy of the game and the video:

Ian Fogarty, Bebington - Comb and burn a Sumo
Ken Hughes, Bristol - A sad moon bun crumb
Robert Harvey, Harlow, Essex - Our mod Nan's a CB bum.
Thomas A Truszkowski, New Jersey, USA - Burn a common bus ad.
D Broughton, Scunthorpe - Rub Madonna's Bum Co.

And the five runners up win a copy of the game:.

Mark Harrison, Colme - Road scum bomb a nun.
J Palmer, Bath - Ban bum muck on roads.
Philip Salter, Worthing - Adam burns moon cub.
Peter McDermott, Salford - Mad Cuban Rubs Moon.
James Mallinder, Leeds - No dumb bus can roam.

By the way, the tie breaker we liked best was **Mam burns bacon do u**, but unfortunately, the creative genius who came up with this wonderful pun forgot to include a name and address. Pity that, they could have won themselves a great prize. So, don't forget, next time you enter a compo to give us your name and address or there's absolutely no way you can win. H'okay? CF

FUTURE ZONE'S THE PLACE TO BE

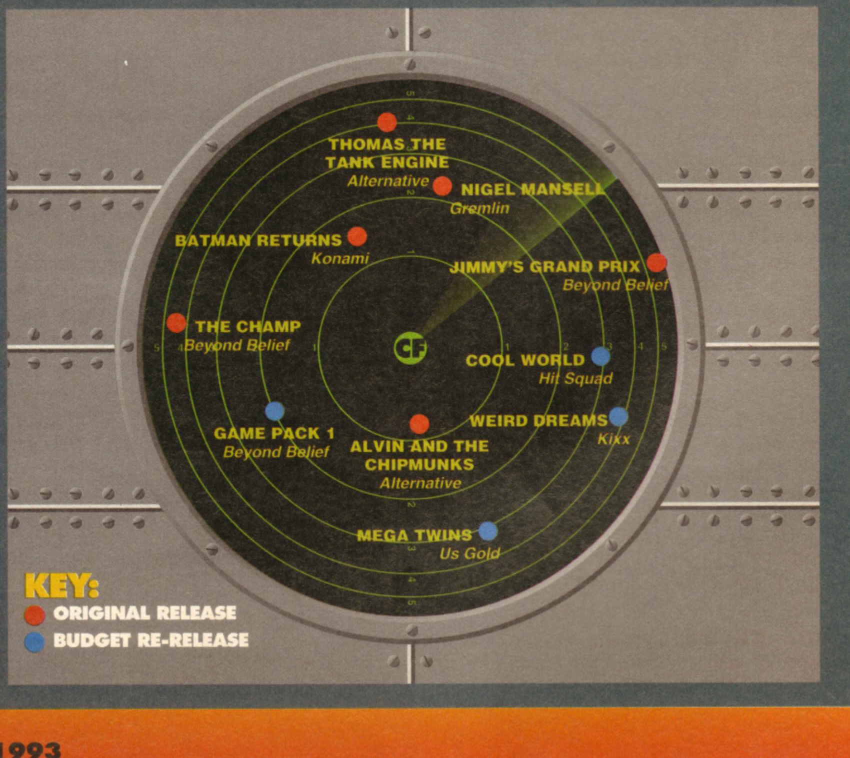
Future Zone have done it again. Not only are they the major chain-store involved in the EDOS games scheme, but they're also stocking all of the Kixx and Hit Squad titles on their brand new Budget Zone label. You can't miss this section in the shop because everything comes sealed in distinctive *(That's being kind - Ed)* yellow and blue packaging. Keep an eye out for classics such as *Bubble Bobble*, *Rick Dangerous* and *The Simpsons*.

COMMODORE 64/128
BUBBLE BOBBLE
The Hit Squad

Eye catching or what? Check out a Future Zone shop and have your eyes bombarded with shelves of budget games.

EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases. The nearer a game is to the middle, the nearer it is to release. Keep an eye out for those chipmunks.



KEY:
- 🔴 ORIGINAL RELEASE
- 🔵 BUDGET RE-RELEASE

AMMA SOFTWARE

Access, Visa and Mastercard

TEL: 0889 574740

• BUDGETS • BUDGETS • BUDGETS • BUDGETS •

Title	Price
33D Pool	3.95
3D Snooker	3.95
4 Game Pack No. 2	3.75
4 Most Balls/Boots/Brains	1.99
4 Most Cute	1.99
4 Most Cute/4 Most World Sports	2.99
4 Most Fight & Fright	1.99
4 Most Thrillers	3.95
4 Most World Sports	1.99
Acrojet	3.95
Addams Family	NEW 3.99
Alien World	3.99
Aliens (US Version)	1.99
American 3D Pool	3.75
Arcade Fruit Machine	2.99
Arkanoid Rev of Doh	3.75
Arnie	3.95
Arnie 2	3.95
Bangers 'n' Mash	1.99
Bangkok knights/Zoids	2.99
Bart Simpson V Space Mutants	3.95
Batman Caped Crusader	3.75
Batman the Movie	3.95
Biff	2.99
Beyond the Ice Palace	2.99
Big Trouble In Little China	1.99
Bismark/Pegasus Bridge	2.99
Bod Squad	3.95
Boulder Dash 2	2.99
Boxing Manager	3.75
Bubble Bobble	3.95
Bubble Dizzy	3.95
Bug Bomber	2.99
Bully's Sporting Darts	3.75
C J in the U.S.A	3.95
Carnage	3.95
Castle Master	3.95
Championship Wrestling	3.95
Chuckie Egg 1 or 2	3.95
Cisco Heat	2.99
Classic Arcadia 1 & 2	both for 2.99
Classic Arcadia 3	3.75
Colossus Bridge 4	3.95
Colossus Chess 4	3.95
Combat School	2.99
Continental Circus	2.99
Count Duckula 1 & 2	both for 2.99
Crackdown	3.75
Creatures	3.95
Cyberball	3.75
D J Puff	3.95
Daley Thompson's Supertest	3.75
Darkman	3.75
Dizzy Down the Rapids	3.95
Dizzy Prince Yolkfolk	3.95
Dizzy Spellbound	3.95
Dizzy Treasure Island	3.95
Dizzy: Fantasy World	3.95
Dizzy: Magicland	3.95
Double Dragon	3.75
Driller	2.99
ESWAT	3.75
Edd the Duck	3.75
Emlyn Hughes Int. Soccer	3.95
Exterminator	2.99
F1 Tornado	3.75
F15 Strike Eagle	3.95
Final Fight	3.95
FiremAn Sam/Sooty & Sweep	2.99
Fist 2	2.99
Fist Fighter	3.95
Flimbo's Quest	3.95
Flying Shark	3.75
Football Manager	2.99
Football Manager World Cup Edition	2.99
Football Manager 2	2.99
Football Manager 2 Expansion Kit (to go with FBM2)	2.99
Footballer of the Year 2	3.95
Fun School 2 Under 6, 6-8 or 8+	3.95
G-Loc	3.99
Gameover 2/Zoids/Pegasus Bridge	3.99
Gazza's Super Soccer	3.75
Gem-X	3.99
Gemini Wing	2.99
Ghostbusters	2.99
Ghostbusters 2	3.75
Ghouls N' Ghosts	3.95
Gladiators	3.75
Graham Souness Int. Soccer	3.95
Graham Souness Soccer Manager	3.95
Great Escape	3.95
Head Over Heels	3.95
Hero Quest	4.99
Hideous/ Graham Gooch Match Cricket	2.99
Hook	New 3.95
Hudson Hawk	3.95
Huxley Pig/Superted	2.99
Hypersports	3.75
I K +	3.95
Indiana Jones/Last Crusade	3.95
International 5-A-Side	3.75
International Ninja Rabbits	2.99
International Truck Driving	3.75
Jack Nicklaus Golf	3.95
Jahangar Khan's W. C. Squash	3.75
Jaws/Bangers & Mash	2.99
Jocky Wilson's Compendium of Darts	3.75
Jimmy's Soccer Manager	2.99
Kenny Dalglish Soccer Manager	2.99
Kentucky Racing	2.99
Kick Boxing	2.99
Killing machine	2.99
Klax	2.99
Kwik Snax	3.95
Last Ninja 3	3.95
League Challenge	2.99
Licence to Kill	2.99
Little Puff	2.99
Magic Rufus/Thomas Tank Engine	2.99
Man Utd.	3.95
Matchday II	3.95
Mega Pack (Star Ray etc)	3.75
Menace	3.95
Mercs	3.95
Microball (Pinball)	1.99
Microprose Soccer	3.95
Mini Office/Huxley Pig	2.99
Moonwalker	3.95
Multimix 4	4.95
Murray Mouse Supercop	3.75
Myth	3.95
Narco Police	3.75
Neighbours	3.75
New Zealand Story	3.95
Nightbreed	3.75
Nightshift	3.95
Official Father Christmas/Jaws	2.99
Operation Hormuz/Pegasus Bridge	2.99
Outrun Europa	3.95
Pack of Aces (Bolder-dash etc)	3.75
Parallax	3.75
Pegasus Bridge	1.99
Pictionary	3.95
Pipemania	3.95
Pirates	4.99
Pitfighter	3.75
Platoon	3.75
Popeye 2	1.99
Popeye 3/Thomas Tank Engine	2.99
Postman Pat 2/Popeye	2.99
Postman Pat 3/Mini Office	2.99
Puzznic	3.75
Quattro Adventure (Dizzy, Vampire etc)	3.75
Rainbow Islands	3.95
Rambo	2.99
Reckless Rufus/Magic Rufus	2.99
Red Heat	3.75
Rick Dangerous	3.95
Rick Dangerous 2	3.95
Robin Hood Legend Quest	3.95
Robocod (James Pond 2)	3.95
Robocop	3.95
Rodland	NEW 3.95
Scooby Doo & Scrappy Doo	3.75
Sergeant Seymour Robotcop	3.75
Seymour Stuntman	3.95
Shadow Dancer	3.95
Shadow Warriors	3.75
Shoot Em Up Construction Kit	4.95
Silent Service	3.95
Skull & Crossbones	NEW 3.95
Sleepwalker (Zeppelin)	3.75
Slicks	3.95
Slightly Magic	3.75
Sly Spy Secret Agent	3.75
Soccer 6	3.95
Soccer Challenge	1.50
Solo Flight	3.95
Space Gun	3.99
Spike In Transylvania	2.99
Spitfire 40/Mini Office	2.99
Sports Pack	2.99
Stackup	3.75
Star Pack	2.99
Stealth Fighter	NEW 4.99
Steg the Slug	3.95
Street Fighter	3.95
Strider 2	3.95
Strike Force Harrier/Spitfire 40	2.99
Stunt Car Racer	3.95
Summercamp	3.95
Super Cars	3.95
Super Monaco GP	3.95
Super Seymour	3.95
Super Space Invaders	3.95
Super Ted/Sooty & Sweep	2.99
Swiv	3.95
Table Tennis	3.75
Tag Team Wrestling	3.95
Terminator 2	3.99
Testdrive 2	3.95
The Double (Soccer Management)	1.50
The Munsters	2.99
The Real Ghostbusters	2.99
Theatre Europe/Bismark	3.99
Theatre Europe/Operation Harmuz	2.99
Thomas Tank Engine/Jaws/Popeye	3.99
Thunderjaws	3.75
Trap Door 1 & 2	2.99
Trevor Brookings World Cup Glory	3.95
Turbo Charge	3.99
Turbo Esprit Challenge	3.95
Turbo Outrun	3.75
Turbo the Tortoise	3.95
Turrican 1 or 2	3.95
Ultimate Golf	4.99
Vendetta	3.95
WWF Wrestling	3.99
Wild West Seymoor	3.95
Winter Supersports 92	3.95
Wintercamp	3.75
Wonderboy	3.95
World Championship Squash	3.75
Wrestling Superstars	3.95
Xenon	2.99
Yogi & the Greed Monster	2.99
Zoids/Bismark/Hideous	3.99

COMMODORE

Title	Price
Arcade Fruit Machine (Disk)	3.99
Arnie (Disk)	3.99
Crystal Kingdom Dizzy	7.99
Dalek Attack	3.99
Die Hard 2	3.99
Edd The Duck (Disk)	3.99
F1 Tornado (Disk)	3.99
Fun School 4 Under 5s (Disk)	4.99
Last Battle (Disk)	3.99
MacDonald Land	4.99
Match of the Day	3.99
Pitfighter (Disk)	3.99
Popeye & Postman Pat Collections	both 6.99
Popeye Collection 1,2 & 3	4.50
Postman Pat Collection 1. 2 & 3	4.50
Return Of The Witchlord (Cass)	3.99
Risk Disk	3.99
Rugby The World Cup (Disk)	4.99
Smash 16	6.99
Space Crusade (Cass)	3.99
Superstar Seymour	9.99
Tracksuit Manager (Disk)	3.99
Turtles 2	4.99
Wheels of Fire	5.99
X-Out (Disk)	3.99

C64 CARTRIDGE

Title	Price
Battle Command	9.99
Chase HQ 2	9.99
Navy Seals	9.99
Robocop 3	9.99
Shadow Of The Beast	9.99
Toki	9.99

COMPILATIONS

Best of Elite Volume 2
Paperboy, Bombjack 2, Ghost N Goblins, Battleships. **Disk £3.99**

Dizzy's Excellent Adventures
Dizzy Panic, Kwik Snax, Dizzy Down the Rapids, Spellbound Dizzy, Dizzy Prince of the Yolkfolk.
Cass £7.99

Sports
American 3D Pool, 5 A-Side Football, Fantastic Soccer, Ice Hockey, Jockey Wilsons Compendium of Darts.
Disk £4.99

Chart Attack
Cloud Kingdoms, Supercars, Ghouls N' Ghosts, Turbo Challenge, Impossimole.
Cass £5.99

The Classic Collection
Gremlins 2, Colossus Chess, Barbarian 2, World Championship Soccer. Cass £5.99

Cartoon Collection
Dizzy, Slightly Magic, Seymoor Goes to Hollywood, Spike in Transylvania, C J Elephant. **Cass £7.99**

Ninja Collection
Double Dragon, Shadow Warriors, Dragon Ninja. **Cass £4.99**

TNT 2
Hydra, Skull & Crossbones, Badlands, Stun Runner, Escape Robot Monsters
Cass £4.99

Dizzy Collection
Dizzy, Fast Food, Fantasy World Dizzy, Treasure Island Dizzy, Magicland Dizzy
Cass £7.99

Supreme Challenge
Sentinel, Star Glider, Elite, Ace 2, Tetris
Cass £5.50

SMASH 16
Sky High, Stuntman, Super Hero, Super Robin Hood, Terra Cognita, SAS, Guardian Angel, Poltergeist, Kamikaze, KGB Super Spy, Super G-Man, Ghost Hunter, Frankenstein Jr., Arcade Flight **Cass £6.99**

Multimix 1
Leaderboard, Leaderboard Tournament, World Class Leaderboard
Cass £4.99

Julian Rignall Top Ten
Dan Dare, Lords of Midnight, Driller, Delta, Zoids, Cauldron 2, Barbarian 2, Guardian 2, Mega Apocalypse, Split Personalities.
Cass £5.99

Ginormous Pack
Red Arrows, Army Moves, Grid Iron 2, BMX Ninja, Rugby Boss, Pro Mountain Bike Simulator, Combat Zone, Soccer Challenge, Everyone's A Wally, Soccer Boss, The Real Stunt Experts, Run for Gold, Dead or Alive, Turbo Bike, Punch & Judy, Australian Rules Football, Gun Boat, Game Over, Rally Driver, Strike Force Cobra.
Cass £4.99

Hero Quest + Return Of The Witchlord
Cass 5.50

Supersports Challenge
Cue Boy, Slicks, Wrestling, Superstars, International Speedway, 1st Division Manager **Cass £6.99**

INFORMATION

IMMEDIATE DISPATCH ON ALL ORDERS
SUBJECT TO AVAILABILITY.

UK POSTAGE:

PLEASE ADD 50P P&P ON ORDERS UNDER £5.00
CHEQUES/PO MADE PAYABLE

TO A M M A SOFTWARE.
21 Springhill,
Rugeley,
Staffordshire
WS15 1BT.

EEC COUNTRIES ADD £1.00 PER ITEM; REST OF WORLD £2.50 PER ITEM.
ONLY EURO CHEQUES (IN STERLING) OR CREDIT CARDS ACCEPTED ON ALL OVERSEAS ORDERS INCLUDING EIRE.

SPARES & REPAIRS

Item	Price
1541/II Disk Drive & Software	£149.99
C64 Compatible Printer	£149.95
Action Replay MK VI Cartridge	£32.99
C64/128 Cassette Unit	£19.95
C64 Power Unit	£24.95
C64 Monitor Lead (Scart OR 3 Phono)	£6.99
C64 Mouse, Mat, Art S/ware (Tape)	£23.75
C64 Reset Cartridge	£6.99
User Manual (64 OR 1541 II)	£5.99
Dust Cover (64 Old Shape OR 64c)	£5.99
C64 Serial Lead	£5.99
Commodore Chips	P.O.A.
Centronics Interface plus Support Software (Disk OR Tape)	£24.99
C64 Programming Manual	£9.99
C64 Replacement Keyboard	£19.95
2 x 801/3,120D, LC10, 1230 Ribbons	£9.95

All prices include VAT and P & P ■ Orders by cheque or PO only ■ Please send an SAE for full price list ■

REPAIRS:

Machine	Price
C64	£25 inc
C+4, C16	£30 inc
1541 DD	£40 inc
C128	£45 inc

Send machine only with payment, fault description and your daytime telephone number if possible ■ Return Insurance included ■ Normally 48 hour turnaround ■ 3 month warranty on repair ■ Unrepairable machines returned with full refund ■

OASIS (Dept 2A)
14 Ridgeway Rd
Salisbury
Wiltshire
SP1 3BU
Tel: (0722) 335061

OASIS COMPUTER SERVICES

REPAIRS AND SPARES

Item	Price
C64 Repair	£19.99
1541/C128 Repair	£40.00
64 Slimline Case	£7.99
64 Mouse	£14.99
Mini Office 2	£17.75
Sound Expander	£9.99
Chips	P.O.A.
Reset Cartridge	£6.99
C64 Power Pack	£19.75
C2N Datasette	£29.99
Parallel Converter	£19.99
Printer + Converter	£149.99
C64 Manual	£4.99
Sound Studio	£4.99
1541 II Drive	£129.99
100x5¼" Disks	£35.00

For a speedy repair send computer and covering letter. 3 month warranty included. To order any of the above send a cheque/P.O. or phone credit card number.

VISA

Omnidale Supplies (Dept. C.F.)
23 Curzon Street, Derby DE1 2ES
Tel: 0332 291219

Access

C64 PUBLIC DOMAIN SOFTWARE

MKPD

C64 PUBLIC DOMAIN SOFTWARE

For disks packed to capacity with only the best P.D. Games, Utilities & Demos.

BEST SELLERS

Disk	Description
DISK 001	A great assembler, loads of excellent games, and even a demo
DISK 012	A tool disk with just about every useful tool
DISK 013	A paint & slideshow program & a demo called Legoland - Cool
DISK 014	The Funky Toolz Collection v21. Great toolz!
DISK 026	'Demo Demon'. A program that lets you make your own demos
DISK 029	A disk full of games including Ikorus (CF37)
DISK 035	The Mega-unit utilities disk
DISK 037	The Pearl Music Collection, plus other music & utilities

DISK PRICES

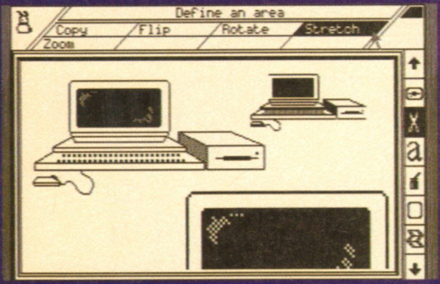
Price	Quantity
£2.00	for 1 disk
£1.50	for 2, 3 or 4 disks
£1.40	for 5, 6 or 7 disks
£1.30	for 8 or 9 disks
£1.20	for 10 or more

or just send a large SAE for a full catalogue

MKPD, HOUSE 63, HENDREFOLLAU, STUDENT VILLAGE, SWANSEA SA2 7PZ

REMIX

Okay we'll admit it we're not perfect, but you could be. Clur talks you through the ups and downs of producing your very own fanzine.



Take one computer, one flange gromitt and lots of goodwill and start creating your own

There are loads of reasons why you should start up your own 64 fanzine and very few why you shouldn't. It's one of the best ways to start off your career in computer journalism, for instance. You wouldn't believe how many people at Future (CF's parent company), started off like that. Now they're playing computer games for a living and have thousands of people waiting on their every word. Not bad eh?

Starting up a fanzine could even make you your first million. Not everyone knows that Viz started out as a tiny back room production and now thousands of people every month fork out for this crude comic, turning all those involved in it into millionaires.

One of the reasons why Viz was so successful and why we're the top selling C64 mag was that we both employ great writers. No matter how pretty you make your magazine look, people are not going to buy it if the articles read as if they were written by a dyslexic baboon with a migraine headache. If your grammar's worse than a three day old chicken's then why not get someone else to do all the hard slog of writing the thing for you (after all delegation is what it's all about, hey Hutch?). *(Delegation, woe-woe, delegation's what you need - Hutch).*

Once you've found yourself someone who can string more than two words together coherently then you'll have to start thinking about your subject matter. We get loads of letters whining that we don't put enough listings or pokes in the mag, or there's not enough adventure game coverage or that they'd like a whole mag dedicated to platform games. Obviously we can't cater to all your specific tastes; we'd have to print 40,000 different copies of the magazine. But as an editor of a fanzine you won't have as many people to please. So you can dedicate your scribblings to exactly the audience you want to reach - people who like exactly the same stuff as you.

Next you'll have to make the quantitative decision, exactly how big should your fanzine be? One A4 sheet of paper filled with a wodge of text would still be a fanzine and so would 100 pages of top quality printing. May I recommend that you start off with around t6-10 sides of A4. If you want more pages later you can always up the issue size. Printing loads for your first issue would cost you a lot of money which you may not recoup - you wouldn't want to go bankrupt before you start now, would you?

CHECK FOR COPYRIGHT IN YOUR COPY, RIGHT?

Be very careful about what you print, if you tell lies you could be taken to court. Be especially careful about any graphics you use, don't go near anything associated with *Star Trek* they'll sue your pants off. In fact stay way clear of anything that you feel might belong to someone else, it's definitely better to be safe than sorrier than Simon.

Do's

DO check everything you write over and over again.

DO spend time on your cover, that's after all what your readers will see first.

DO offer subscriptions, some of your readers may forget to order your fanzine once in a while.

DO name all the contributors, writers can get really upset when they're not credited for their work.

DO try to get interviews with people big in the 64 scene, there's nothing like a spot of people power to sell a magazine.

DO be a little innovative in your design, use more than one column of text on the page.

DO stick to one or two main fonts throughout the fanzine. Just because you've got umpteen built into your DTP program, you don't need to use them all.

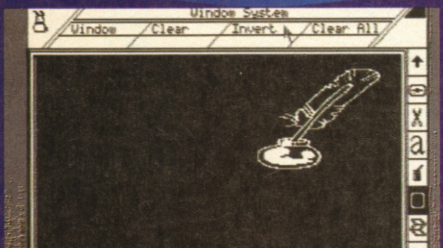
MR PINK EYES

You've got all the articles written and now you can chuck them through the photocopier and post 'em out, yeah? Nope, I'm afraid there's a lot more to it than that. One of the most important things to do is to check every line of text for spelling or grammatical mistakes, as well as stuff that may just be factually wrong or libellous. This is called proofing or subbing and if you're doing it right, it should take you even longer to do than it did to write the piece in the first place.

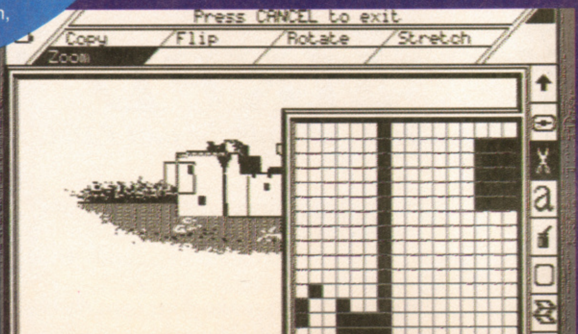
You can go about creating the finished thing in two different ways. There's the old fashioned way of cutting out and sticking down bits of paper and pictures and then photostating everything. Or you can use the technology available to you and get into desk top publishing (DTP to those in the know). There are a number of DTP packages available for your 64, there's even some in the Public Domain. The one I've been playing with is called *Stop Press* from AMX which comes free with their three buttoned mouse.

DTP programs enable you to mess around with the way text looks as well as to import graphics to the document to cheer up your page - most of them will enable you to use text created on another program such as a word processor or to type words straight onto the page.

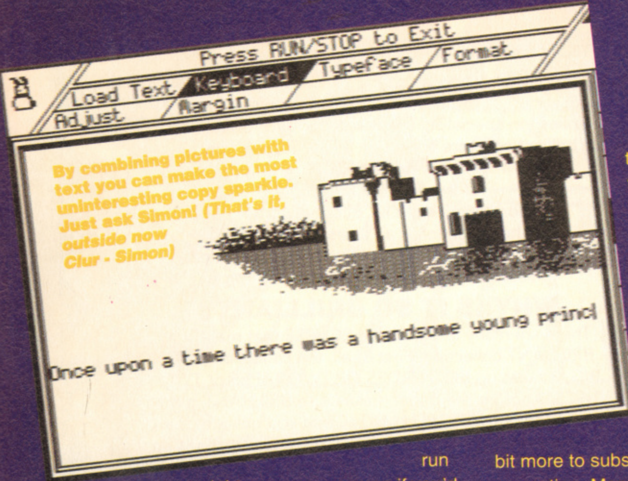
If you look through CF you'll notice that the text is split into columns and those columns are themselves split up by those funny heading type things, crossheads. This is because it makes the words easier on the eye than if we let text



Before the computer, there was the quill. Of course cut and pasting was a lot more difficult.

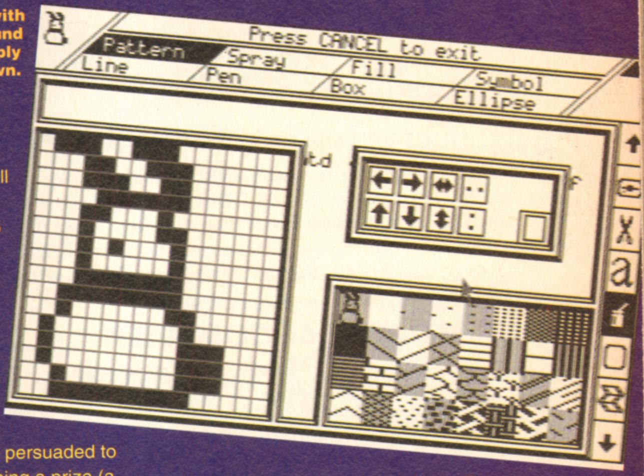


What better place to write that great novel than a rambling castle hidden away in the Scottish highlands yet close to all amenities.



Once upon a time there was a handsome young princ

By combining pictures with text you can make the most uninteresting copy sparkle. Just ask Simon! *(That's it, outside now Clur - Simon)*



If you're unhappy with your background graphics, then simply create your own.

run straight across a page as if you'd write a letter or an essay. We also use boxes to separate out sections of text. This is again to make it easier on the eye and because a box stands out on the page and so will hopefully draw the readers attention in on that particular page.

The trick is to make the text look inviting, take interesting chunks and repeat them in a large font across the middle of the page and spend time on your story's headline, that's what will draw the readers in. If it looks boring you'll turn people off immediately, make it look exciting and you'll having them thumbing the pages at great speed.

STOP DEAD

As you probably know, printer paper costs a lot of money, it's much more efficient to only print one, copy of your fanzine on your printer and then photocopy the rest. Shop around for the best price when you're looking for a photostating service, their charges can vary immensely.

But even before you trundle down to the printers you'll need to have a vague idea of how many copies you should make. One way to decide is to only copy issues of your fanzine when you get an order, but this can be difficult if you live in the middle of nowhere, far away from the nearest Pronto Print. If you do have to do bulk copying, take it easy at first, only do about twenty or thirty in a go, it might take a while for news of your fanzine to spread further in the world..

Talking of spreading the news, there are loads of ways to let fellow owners in on the fact that you're running a fanzine. One of the best is to advertise not only locally but nationally too. Why not place a advert in Uncle Dave's Buy-A-Rama (CF's free reader ad section), that'll reach over 40,000 people in one fell swoop? Stick notices up at your school or club and get your pals to help spread the news.

The main problem involved in running a fanzine is the prohibitive cost of doing it all. A good way to cut costs is to ask for a stamped self addressed envelope from people who want the mag, as postage costs will be a major proportion of the overall cost to you.

Most fanzines charge a nominal fee to cover printing costs. Do remember though that your public aren't stupid and they'll know when they're being ripped off. They know as well as you how much it costs to photocopy 5 sheets of A4. Very few people will shell out extra so you can line your pockets. Of course you could charge that little bit more to subside some sort of promotion. Many 64 owners might be persuaded to buy it if they stand the chance of winning a prize (a piece of software or a T-shirt perhaps?).

HAPPY THE MAN

One way of cutting your costs is to print adverts. If you charge a reasonable enough price PD companies and the smaller software people might place adverts with you. It's an outside chance though and I wouldn't count on it - their advertising budgets are usually pretty small, if not non-existent.

Printing costs and other limitations may start you thinking about diskzines. A disk based magazine basically contains all the stuff that you'd put in a magazine with maybe a few extras like some PD games or utilities. Diskzines could save you a lot of money, especially if you distribute them via modem. But you do run the risk of alienating a large group of C64 users, namely those who only have access to a datasette. Please note that a cassette based magazine really wouldn't work very well. The great thing about any magazine is that you can flick through to find bits that interest you, your readers would soon get fed up of having to go through the articles in order.

I know that it sounds like an awful lot of hard work to produce a fanzine, but if a job's worth doing, it's worth doing right, as I'm sure you've been told on numerous occasions.

If you get good at this fanzine thin then you might like to try producing a local newsletter. There are loads of clubs, societies and groups who could do with this kind of service. One of our readers produces the local parish newsletter on a C64 and it's gone down a treat with the vicar and his parishioners, the chap even gets paid for his efforts. He's not a millionaire yet, but give him a few years. If nothing else you may be able to submit some of your scribblings for your English GCSE course work. Go for it, you never know, it just might be your lucky break.

DON'TS

DON'T put exclamation marks after everything. "!!!" does not make an unfunny joke spontaneously hilarious. Oscar Wilde once said that an exclamation mark was like laughing at your own joke.

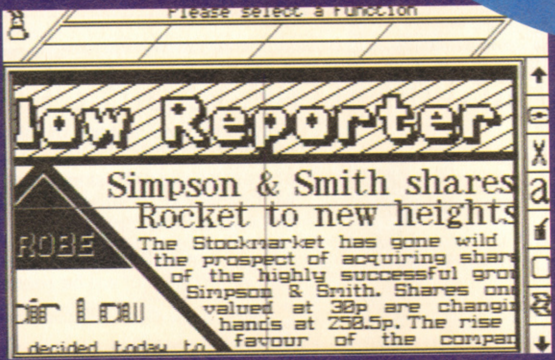
DON'T use a fancy type face. If your readers can't make out the listings they won't buy your mag again.

DON'T fill spare space with a jokes section, they are never ever funny. *(Unless we do it of course - Ed).*

DON'T write the article you think that your readers would like to read, write the article you'd like to read. *(Can we talk about this one Clur? - Hutch).*

DON'T expect people to fork out for bad workmanship, love, hug and be proud of your mag, just like the CF crew do.

DON'T forget to send a copy to us here at CF, we'd be happy to creatively criticise your work.



low Reporter

Simpson & Smith shares Rocket to new heights

The Stockmarket has gone wild the prospect of acquiring shar of the highly successful gro Simpson & Smith. Shares on valued at 30p are changi hands at 250.5p. The rise favour of the compa

decided today to

All those newspaper adverts you see get created on DTP packages just like those you'll find on the C64.

Filing System
Page
Cutout
Font
Pattern
Printer
Disc

Even joyless tasks like geography homework can be fun if you involve your C64 a bit.

QUICK
DATA DRIVE

MICRODRIVE -

INTRODUCTORY OFFER JUST **** £14.99 ****

Commodore 64 microdrive system, superb value add on storage device specially made for the C64. Gives you access to your programs and data. **30 times faster than cassette, 3 times faster than disc!** Extra cartridges @ £3.00 each. Functions include format, load, verify, directory etc. Supplied **complete with lead, software, instruction manual and one data cartridge.**

COMMODORE 64 COMPUTER

BARGAIN AT ONLY **** £42.99 ****

Commodore 64 home computer excellent low cost computer for all your business, household and leisure computerised activities. Full 64K memory, lots of colours (16), sound, musical and other effects are possible. You can even learn to program in BASIC with this neat little number!! Package includes C64 and PSU.

C64 DATA RECORDER

BARGAIN JUST **** £14.99 ****

(only if ordered with above computer)

Telephone orders 0273 203500
Access/Visa/Switch/Cheque/PO
Please send £3.00 P&P
Established 40 years.

BULL ELECTRICAL
250 Portland Road
Hove, East Sussex
BN3 5QT

PUBLIC DOMAIN SOFTWARE

We have 1000's of programs on disk for your C64/128, from serious applications to demos & games.

FREE CATALOGUE
To obtain yours, send an SAE or 2 First Class Stamps.

These compilations of the best PD games include arcade games, sports sims, adventures, pinball etc, etc.
Available on disk only

50 GAMES
£12.99 post free

XMAS GIFT IDEA

100 GAMES
£19.99 post free

MasterCard **KINGSWAY COMPUTERS** VISA
72 GLENCOE RD, SHEFFIELD S2 2SR
TEL: (0742) 750623

SEX

Wooow! Talk about getting your advert noticed...
But seriously... this advert is really about ODUS, the PD collection specialist. They have decided to sell their brilliant software collection (ECLIPSE) at a special SUPER-LOW price on TAPE or DISC for the COMMODORE 64.
The normal price is £12. But if you order now, the collection is all yours for only £9.
To find out more about the brilliant ECLIPSE collection, please carry on reading this special notice.

WHY IS IT SO BRILLIANT?

There are many things about ECLIPSE that make it a BRILLIANT collection. First of all, the collection is SO BIG, it takes up BOTH SIDES OF TWO TAPES or TWO DISCS. Another thing that makes it so BRILLIANT is the handy INSTRUCTION MANUAL that you get with the collection that gives you loading tips and instructions on how to get started with everything in the collection. There are many kinds of software in the collection, and we feel quite sure there is something to be enjoyed by everyone.

WHAT'S IN THE COLLECTION?

This is what you get in the ECLIPSE collection...

20 GAMES
2 DEMO-MAKERS
A WORD PROCESSOR
A SCREEN COLUMN DOUBLER
A GRAPHICS EDITOR
A CHARACTER COLLECTION
A MUSIC EDITOR
2 SPRITE EDITORS
A SOUND DIGITISER
A FONT EDITOR
AND A LETTER WRITER

Now you know why it's SO BIG and SO BRILLIANT!

OK! HOW MUCH DOES IT COST?

Here is the SUPER-LOW price...
TAPE or DISC - £9
That price includes everything, it even includes FIRST-CLASS delivery anywhere to your home.
The price may only stay at £9 for a limited amount of time so please order as soon as possible.
ECLIPSE would be a GREAT CHRISTMAS PRESENT!
You MUST buy your ECLIPSE from ODUS because it is NOT available in the shops.

HOW TO BUY ECLIPSE...

You can pay for your ECLIPSE by sending a CHEQUE or POSTAL ORDER for £9 made payable to ODUS.
If you decide to buy ECLIPSE, all you have to do is write your NAME and ADDRESS clearly on a piece of paper and please don't forget to write TAPE or DISC.
When you have done that, all you need to do is put your NAME and ADDRESS, and your CHEQUE or POSTAL ORDER into an envelope and send it to ODUS at this address...

71 HELMSLEY, WILLERBY ROAD, HULL HU5 5ED

VISA

COMMODORE C64 REPAIRS Just £24.00 inc

Access

- * Commodore registered.
- * Over 10 years experience with Commodore computers.
- * Up to 20 qualified technician engineers at your disposal.
- * We will undertake to repair your Commodore 64 computer for just £24.00 including parts, labour, V.A.T. and post and packing.
- * Some computers can be repaired within 24 hours.
- * Prices include full service check, overhaul and soak-test.
- * All repairs covered by a 90 day warranty.
- * Free Commodore C64 Sound Studio with every C64 repair
- * Commodore C+4 repairs £25. With every +4 repair you will receive a free cartridge.

CF

*** How to take advantage of this exceptional offer:**
Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (Please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

★ Collection Service available

WTS Electronics Ltd, Studio Master House,
Chaul End Lane, Luton, Beds LU4 8EZ
(0582) 491949 - (4 lines)

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applied).

THE MIGHTY BRAIN

He's a portion of the central nervous system, he's very, very brainy and he's got a bad attitude. The Mighty Brain can answer all your questions...

LONE REVIEW

Dear TMB,

I couldn't help noticing the lack of reviews in CF37. There was only one, *Alien 3*. Don't tell me there's not enough room because you found space for nine pages of *Mayhem in Monsterland*. Although *MIM* is a great game, don't you think that s a little unfair on all of us hardcore review lovers with a few quid and a large wallet in which to store itm.

Daniel Delwich, Gloucestershire.

The CF crew love writing reviews just as much as you love reading them Daniel, but we can only review the games that are out there. When the team sat down to create CF37 we realised that we'd reviewed all the games that were on release with the single exception of *Alien 3*. Hutch tells me that as much as he'd love to cram loads and loads of reviews into the magazine, there just isn't the software out there to rate. Hopefully things will pick up around Christmas, but it's likely to trail off again in the new year.

HAVE YOUR CONSOLES OUT

Dear TMB,

I would be extremely pleased if you would answer a few questions. Please.

1 Why are Sega and Nintendo so expensive? I admit I wouldn't mind owning a SNES, who wouldn't? (500,000 Sega owners probably). But having to shell out £40-£70 for a game is extortionate.

2 My tape deck is a wreck. Its highest bitcount with *Masterload* is 372, yet it loads anything within 20 feet. Shall I wait until it digs itself a grave, waves a little white flag and yells "Help, I've had enough" or replace it now so as not to miss out on any Mayheming?

3 Why is *Grod the Pixie* so good?

4 Can the power transformer ever over-heat and do any damage to the C64?

5 Is Mayhem faster than *Sonic* on the Master System? Me and a friend laid them out side by side on my desk and came to the conclusion that *MIM* was faster, better presented, better graphically

➤

IVOR STAMP

Brain,

Congrats on a fine mag - the tapes were the best yet, and I can't wait for *MIM*. Okay here are some quetions and demands:

1 Firstly, the subscribers letter. Tell Simon to keep his musical opinions to himself.

2 Don't put *Lemmings* down so much. In issue 37 you ranted on about the programmers. This game will help the '64, so you should support it.

3 Quite a while ago now, I specifically remember someone writing to you saying "…I'm new to the Commie scene and wondered if you could give me a few tips…" Does this mean we have a Russian spy in our midst?

4 *Arsenal FC*, *Mega Twins* and a few others have been on the outer rings of the Early Warning scanner for months and months. Are they going to come out this decade?

5 Someone asked for a game editor on the PowerPack - why not contact Activision and try and get *GameMaker*? I've got a tape version of it - it's really smart for non-coders.

6 Even if this letter is rubbish, you should print it as I've got funny name and you can take the mick when you put a title at the top of it.

Rory Stamp, Barngarth, Cumbria.

"Wish I hadn't had that curry last night."

1 **He has got rather odd taste in music hasn't he. For all you readers that don't subscribe *(And if you don't jolly well do so now, turn to page 28 for details - Hutch)*, Simon's got his own column in our Sub Zone newsletter in which he lets rip about the kind of music he doesn't like. Simon's terribly into loud guitar music, but he hates commercial rock bands like *Guns and Roses* and *Iron Maiden*. At a guess I'd say that Rory likes *Guns and Roses*.**

2 **We'll support big games like *Lemmings* of course, but they've got to get here first haven't they. The original 16-bit version of the game came out in 1990. Why did it take so long to make it onto the C64?**

3 **It certainly does and I reckon that he's in cahoots with Colin the Publisher. Colin's got the Hammer and Sickle on his wall.**

4 **No. Not this decade or the next for *Arsenal* because Thalamus have decided not to release it. We've no word on what's happening with *Mega Twins* yet, US Gold are still undecided.**

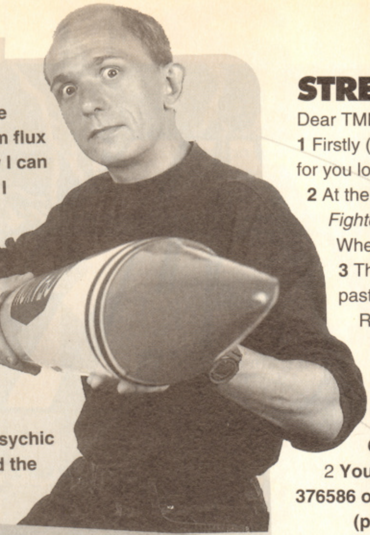
5 **Hutch says he'll look into it.**

6 **It is rather peculiar, but I guess you should be glad that your surname's not Gorey or Tory or something equally odd.**

HELLO TRENTY

Dear TMB,
I think you are absolutely fantastic and I always read your section of the magazine first. Please answer my questions:
1 I have noticed on my travels that there is in a certain other magazine, a readers letters section hosted by 'someone' who name is an anagram of your. Disgraceful.
2 Plus this magazine tried to say that you were an over-rated pile of cerebral turd.
3 Are you scared of Clur.
4 How large or small are you?
5 How can you read letters if you are only a brain and have no eyes?
6 Please please please get rid of Roger Frames. See you round the cerebral cortex.
P.S. It's not fair that people threaten you.
P.P.S. Say hello to Trenty for me.

Nice to know that somebody's got their priorities straight.
1 It can't be a very good magazine, because I nor anyone I know (like the whole universe) has ever heard tell of it. Are you sure you didn't have a really bad nightmare or something?
2 Sounds a lot like they're scared or something. What did you say the name of this 'magazine' was again?
3 Not on your nelly. She comes across as all frightening but she's not really.
4 My physical dimensions within the time/space continuum flux all the time. Basically I can be as big or small as I want. This is jolly handy when you're trying to get to the front of the queue in McDonalds or when the bus is full to the gills.
5 It's all to do with psychic scans. Think beyond the restraints of your biological senses, oh earthling.
6 Why? What's he ever done to you? Actually Frames is doing a perfectly good job getting rid of himself at the moment.
P.S. It doesn't bother me, they can't hurt me. If they do threaten me then it's probably because they're scared.
P.P.S. Well I was going to get Trenty to relay a message of peace, love and unity from his shiny new magazine but the jammy so and so was in scorched Las Vegas at the time on some software house jaunt. Git.


Trenty appears a bit dismayed at the prospect of using this suppository.

and doesn't force you to mortgage your house.
6 Will *MIM* ever appear in the shops?
7 Shock horror! I though *Creatures* was a C64 only affair and was pleased that someone was staying loyal to the 8-bit. But then, as I walked into my fave gaming shop, two things knocked me though a plate glass window and hit me repeatedly with a rather large cricket bat:

a) They had stopped stocking all but the rather cacky *Pitfighter* and *Captain 'My batteries have run out' Dynamo*, and

b) *Creatures* has been released on the Amiga for £24.99! What really choked me was when I asked friend about it and he said it scored 26%. Is this true? Is the same fate in store for *Creatures 2* and *MIM*? I ruddy well hope not.
J Standen and his C64, Leicester.

1 It is jolly extortinate and it will continue to be so long as the two main console manufacturers (Nega and Sintendo) insist on charging an absolute mint for their games. But I say, so what, we've got the C64 where games are a hell of a lot cheaper and a darn sight more playable. If there are mugs out there willing to pay £70 for a glorified demo then let them.
2 It might be an idea to buy yourself a new one because Commodore have stopped manufacturing them now, so they're going to get increasingly difficult to get hold of.
3 Why is *WWF2* so bad?
4 I very much doubt it. Clur's not switched her Power supply off for the last year and it's still going strong. We're not recommending you leave yours on for as long, but they are rugged bits of kit.
5 We'll have to set up a test and find out. Certainly my money's on *Mayhem*. Of course the really nice payback is that, as fast and well presented as Mayhem is, it's still only a tenner. Now that's serious value for money.
6 No. At least, not unless the Apex boys sell the licence to a company who want to produce a 16-bit version.
7 *Creatures* got 63% in CF's sister magazine, *Amiga Format*. The reviewer said that it was "an adequate conversion of a cracking C64 title." So there you go. The thing is that the Apex boys didn't create the Amiga version and they've indicated that if they sell *Mayhem* on to a third party then they won't do that either. All of which means that we're likely to read "an adequate enough conversion of a stunning C64 title" In a forthcoming issue of *Amiga Format*.

"And now it's Eastenders, in which Sharon buys a new nightie and models it for a shocked Grant."

STREET BLIGHTER

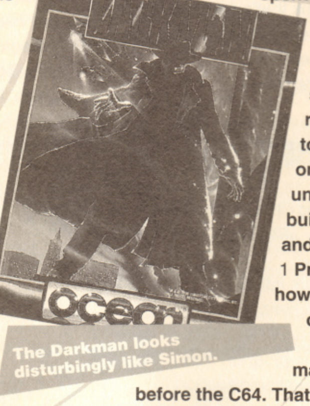
Dear TMB,
1 Firstly (not hoping to crawl) Hutch is a good Editor for you lot.
2 At the present moment I'm trying to find *Street Fighter 2*, but all of the shops I go to don't have it. Where can I get it?
3 This might sound stupid but how do you get past the second room in *Knightmare* by Ricochet.
Thomas Cunningham, Ayrshire.

1 He's alright. All that dance music he plays is doing my lobes in a bit though. Give me something cerebral anyday.
2 You could try either Wizard Games on 0723 376586 or the new EDOS system in John Menzies (phone 0782 566566 for your nearest stockist).
3 Perseverance. I've passed on your query to Andy Roberts in the Gamebusters tent.

SCANNER BANNER

Dear TMB,
I have a slight question for you. In CF32 on the Scanner it said *Darkman* was about two months away, yet in CF33 it had a review of *Darkman* in it. Why is this?
1 When *Lemmings* is released, will *Lemmings 2* start to be made.
2 Why, why, why in Modern Classics, in the oddbits of course, were you in a glass jar? Clur I really appreciate the hard work you did in compiling those lists of games in Modern Classics.
3 Can Hutch add more colour to letters section?
Ian Wilson, Argyll.

What can I say, the scanner was playing up again. We had the repair man in last week and he spent two days jiggling with it. We received a bill for £7200 the next week, but the scanner's still not running too well. I've told Hutch to hold back on payment of the bill until he gets his builder's bottom in here and sorts it out.
1 Pretty doubtful. Look how long it took for the original flavour of *Lemmings* to arrive. It made it onto the Speccy before the C64. That's bad.
2 I was having a bath if you must know. Clur says thanks.
3 Hold on and I'll ask him:
"Hutch can we add more colour to the letters section?"
"No."
"Oh."



The Darkman looks disturbingly like Simon.

EXCUSE ME?

Dear Madam,
I am writing this letter to you. I want to know fine out the addresses to write to write to the firm for the

Commodore 64/128 computer *Musicmaker* user's guide for the keyboard for Commodore 64/128 computer and also the addresses to write off as well madam. Please let me know this week if you can and also me a telephone to the firm to put on the addresses is price of paper on this letter. Has this firm as close down or not. Please let me know as can this *MusicMaker* is for musicians a beginners music keyboard Commodore 64/128. Special one.
Mr BJ Wilson, Warrington

Hmmmm. Yes. You'd like the address for Commodore then? That's easy it's:

Commodore House
The Switchback
Gardener Road
Maidenhead
SL6 7XA.

The phone number's ☎0628 770088. As far as I know the MusicMaker is for beginners, oh special one. Right, moving swiftly on.

BIT OF AN ODDBALL

Dear Mighty Breadbasket,
Please answer these questions or I will stick a nuclear warhead right up your place where it really hurts.
1 Do you have any news on that funkadelic *Red Dwarf* game yet, old chap?
2 I've heard rumours that there's some *Hitch hikers Guide to the Galaxy* games floating about, how can I get one? Is it just a rubbish game of the book type thingy?
3 When the smegging hell will *Alien 3* be out on the C64?
P.S. This is the most amazing megazine ever, keep up the good work.
Derren Heath, Hospital for the Interlectually Chalenged near Fishguard.

Where's that then? Bournmouth? Torquay? The allotment? I really don't know what you're talking about.
1 **No.**
2 **Try advertising in Uncle Dave's Buy-A-Rama.**
3 **Like now, dude.**
P.S. Thank you. Do say hello to all the doctors, nurses and orderlies for me.

DIZZY DREAMS

Dear Mighty Brain,
Recently I bought *Magicland Dizzy*. I have managed to complete a lot of it. Here's what I have done.
1. Collected the power pill.
2. Collected the 12 diamonds.
3. Collected the witch's cat.
4. Given the cat to the witch and she has told me what to collect.
This is all I have been able to do. Where are the other diamonds? Where do I go to collect the fire to light the cauldron, the leaf from the bush and something poisonous?

I would be very happy if you could help me with this problem, as my game is now getting rather dull because I don't know what to do. Thank you.
Laura Reader, Horsington.

Have you had Dora kiss the frog to get Prince Charming? Try going to the grand hall to get the Duster and work things out from there. If you're still lost call the CodeMaster on ☎0891 555096. This is one of those premium phone lines so do ask a parent before you make the call. If you want to hold on, I believe that Andy Roberts is going to do a complete solution for the game (in his Gamebusters section) fairly soon anyway.

DESKTOP STRUGGLING

Dear TMB,
Before I start my interrogation I would like to say that I think *CF* is the best computer mag out. Now some questions:
1 Could you tell me if there it is possible to get a desktop publishing package for the C64? I have a disk drive and I'm not afraid to use it.
2 Is it good?
3 Does it have a built in art package or do you need a separate one?
4 Could you tell me where I can get a good but inexpensive printer for my C64? How much?
Gaving King, Scotland.

Thankyou.
1 **Yes, the program which comes with the AMX Mouse is a good one. If you can't find it in the shops, then stick an ad in Buy-A-Rama.**
2 **Not completely fabulous, but more than adequate.**
3 **Yes it does have one built in.**
4 **Either advertise in Buy-A-Rama or get in touch with Datel on ☎0782 744707.**

TERMINATOR X

Dear TMB,
I hope you answer my questions and then send an executer to kill my friend Craig Kendall.
1 I think *Soccer Rival* is the best football manager game. What is your opinion?
2 You say *Alien 3* is out on the C64. If it is could we have a demo on the PowerPack?
3 Could you give me any hints for *Sleepwalker*?
4 I support Man Utd for an English team. Who do you support?
5 Will *3 Ninja Kids* come out for the C64?
Jonathan Griff, Greenock.

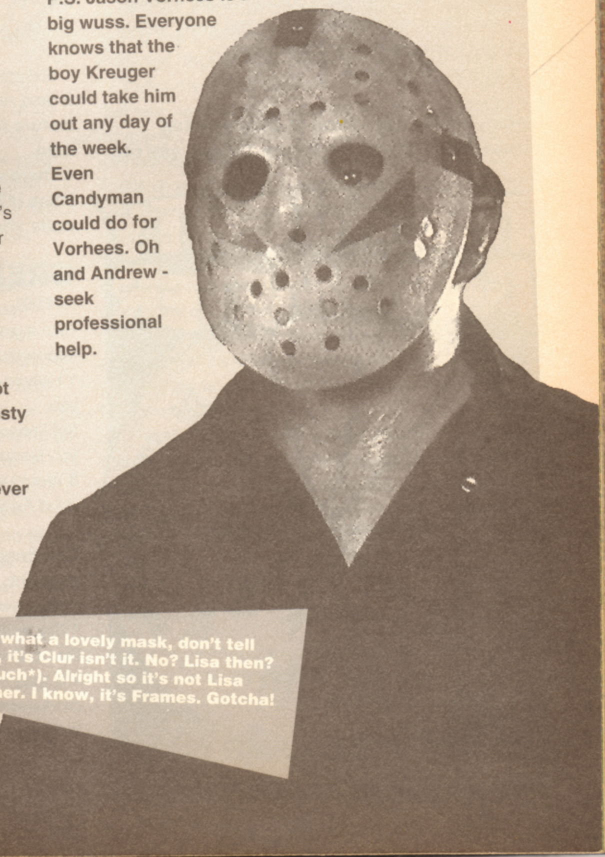
Why would I do that if he's your friend? Strange chap.
1 **I think that you are entitled to your opinion.**
2 **No. Virgin don't want to do one and we can't force them.**
3 **Yes, always wear Pajamas and if you see someone out sleepwalking, don't wake them up because you can give them a big shock. Hutch tells me that his brother**

➤

JIM THE PIN

Dear Mighty Brain,
Answer these questions or I'll make my C64 suffer by endlessly playing *Dick Tracy, Cisco Heat and Crossfire.*
1 What happened to *Beavers* and *Parasol Stars*?
2 How about *Speedball*, *Punisher*, *Spiderman or Revenge of the Mutant Camels* on the old PowerPack?
3 Are Clur and Frames having an affair?
4 Baa Baa!
5 Will Jeff Minter ever make a sequel to *Sheep in Space*?
6 Print this or feel the heat of the microwave.
Andrew Nolan, Higham.
P.S. I am writing this letter on behalf of Mr Jason Vorhees (undead star of *Friday the 13th*) and when he asks questions he darn well wants answers. In fact he's coming for tea tonight. Honest. He's my mate… gibber gibber goldfish bom. Gib. Plum pie. I must go, strange men are coming towards me with a white jacket. They can't take me away. I am a merman from the valley of Zuba. All praise to Jason D.

You can make your C64 suffer all you want, it's not going to make any difference to me when your trusty computer has enough and walks out on you.
1 **They went the way of many prospective C64 games, namely development hell. In short they never got finished and will never be released.**
2 **I've asked Hutch if he'll consider it.**
3 **Well seeing as Frames is in France and Clur's here in Bath, I doubt it a lot. Besides, she keeps an ex-Zzap (whatever that might be) writer locked in her cellar, bringing him out when the carpet needs hoovering or the Dhalias need pruning. She tells me that he tends to her every need.**
4 **Black bird?**
5 **Doubt. He's a little wrapped up in projects for Atari and their Jaguar console to do any C64 stuff.**
6 **Microwaves have no effect on me at all, because to get the way I am now I was irradiated by an imploding sun. Nothing that you feeble earthlings can come up with can hurt me. With the possible exception of Danii Minogue.**
P.S. Jason Vorhees is a big wuss. Everyone knows that the boy Kreuger could take him out any day of the week. Even Candyman could do for Vorhees. Oh and Andrew - seek professional help.


Oh what a lovely mask, don't tell me, it's Clur isn't it. No? Lisa then? (*ouch*). Alright so it's not Lisa either. I know, it's Frames. Gotcha!

got up while sleepwalking one night and widdled all over the wall by his parent's bedroom. Glad I haven't got a bladder.
4 **I support Commodore Utd and Amnesty International.**
5 **No.**

CHEATIN' TROUBLE

Dear TMB,
I don't understand how you write down your 'Dirty Rotten Cheats'. For instance, I was reading your *Commodore Format 33* last week *(Something tells me that you've overlooked this letter for a while Brain! - Hutch)* and I found that I didn't understand how you had written down a cheat on page 41 like 'Poke 13421,173'. Please could you tell me in a different manner how to try this or many other cheats as I would like to try out your cheats in the future. Thank you.
Louisa Charlotte Phillips, Hull.

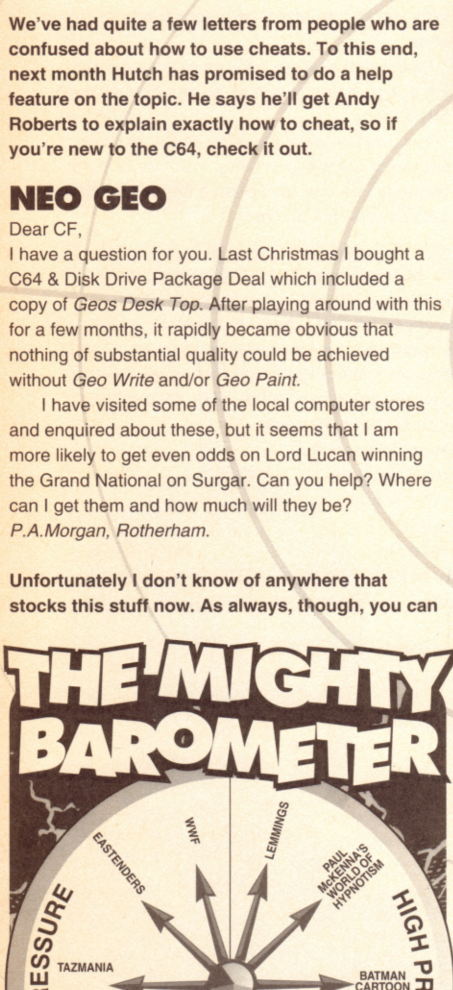
We've had quite a few letters from people who are confused about how to use cheats. To this end, next month Hutch has promised to do a help feature on the topic. He says he'll get Andy Roberts to explain exactly how to cheat, so if you're new to the C64, check it out.

NEO GEO

Dear CF,
I have a question for you. Last Christmas I bought a C64 & Disk Drive Package Deal which included a copy of *Geos Desk Top*. After playing around with this for a few months, it rapidly became obvious that nothing of substantial quality could be achieved without *Geo Write* and/or *Geo Paint*.

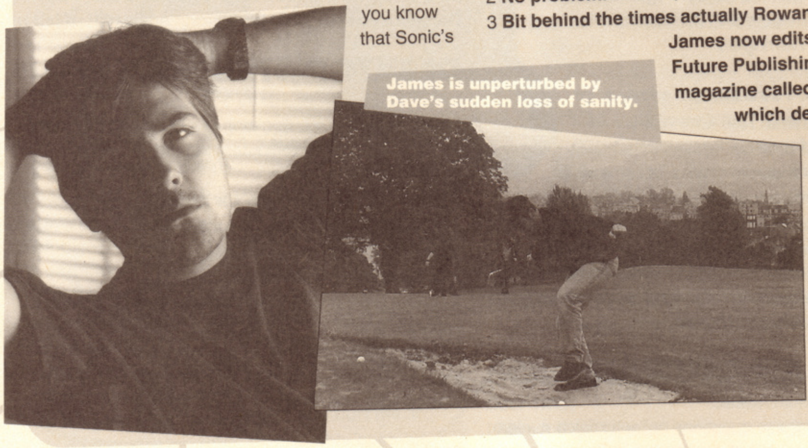
I have visited some of the local computer stores and enquired about these, but it seems that I am more likely to get even odds on Lord Lucan winning the Grand National on Surgar. Can you help? Where can I get them and how much will they be?
P.A.Morgan, Rotherham.

Unfortunately I don't know of anywhere that stocks this stuff now. As always, though, you can stick an advert in Buy-A-Rama and hopefully a caring reader will come to your rescue.



TRAITORS

Dear TMB,
1 *Commodore Format* is brill as always.
2 Please call this letter Traitors.
3 I have just found out that Dave now works for *Amstrad Action* and James works for *GamesMaster*.
P.S. Did you know that Sonic's got a girl friend called Amy Rose? A pink hedgehog. Yuck!
Rowan Veale, Somewhere.


James is unperturbed by Dave's sudden loss of sanity.

1 **Thank you very much. *(Cheers dude - Hutch) (Ta very much - Clur) (Right on - Simon) (Thanks matey - Ollie) (Muchos gracias - Lisa).***
2 **No problem.**
3 **Bit behind the times actually Rowan because James now edits another Future Publishing magazine called SuperPlay which deals with Super Nintendos and the associated gubbins. You're right about Dave though. Love 'em.**

GAMING GRIEF

Dear TMB,
1 Is it possible to get *Zool* on C64 Cassette?
2 Anytime I try using pokes they never seem to work. What am I doing wrong?
3 Do you need a mouse to play *Hunt for Red October*?
4 Have you got any tips on how to play the *Addams Family*?
Fiona Clay-Poole, Scotland.

1 **Unfortunately not. It's not likely to be either.**
2 **Next month we're going to be doing a help feature for bewildered cheaters.**
3 **No.**
4 **There was a cheat for this game in the April issue (#31). If you haven't got it turn to page 53 to order your back issue.**

GREAT GREEK

Hi TMB,
I am a greek CBM64 owner and I would like some information from you.
1 I would like to know how I can get PD software from you.
2 If I send you some PD games and Demos could you spread them.
3 Would there be any discount.
John Fellides, Vironas - Greece.

Greetings. How are things in Greece at the moment, probably hot, sunny and laid back, unlike wintery Britain.
1 **Try writing to *Binary Zone PD*, 34 Portland Road, Droitwich, Worcestershire, WR9 7QW.**
2 **If they're any good then we'd put them on the covertape. You can't spread them much more than that.**
3 **For what? Some electrical hair curlers? A blender? Cash? Nope, sorry you've lost me.**

HUTCH-NAPPED

Dear Mean Selfish Brain
This is my sixth time writing to you. If you don't answer this one I'll get someone to ed-nap Hutch.
1 Is *Knightmare* by Mindscape coming out on the *C64*?
2 In CF36 you never signed the end of your letters, why?
3 When are we getting the demo of *Mayhem in Monsterland?*
4 Can I have a photograph of you all?
5 Where can I get *Nebulus*.
6 Will there be anoter *Saracen Paint* page, as I have a picture for it.
Paul Boland, Waterford - Ireland.

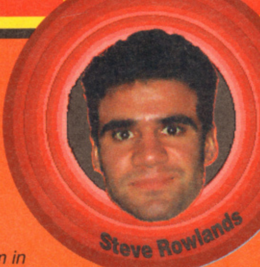
Go ahead, he hasn't made the coffee in weeks and so he won't be missed.
1 **It's out already Paul.**
2 **Lack of space mainly.**
3 **You've had two. How many more do you want?**
4 **Sure, turn to pages four and five.**
5 **It was on PowerPack 38.**
6 **There will indeed. Send in all your artwork as quickly as possible. You can find all the details about the Arty Party on the news pages (p16) so get your treasured works out and send them in.**

ADIOS AMIGOS

That's your lot then nose-pickers. If you'd like to send me some mail, get your letters off to me, The Mighty Brain, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please don't include an SAE with your letter as I cannot reply personally to any letters. I thank you all.

BETTER BY DESIGN

Fancy designing your own game? Don't know where to start? Need a bit of professional advice? Want a thick nutritious shake in the morning, one at lunch time and a proper tea? You'll be requiring the Apex boys then...



Jon Rowlands

PART 1: STYLE

WHO'S WHO

John and Steve Rowlands have been designing and creating video games for the past five years, and their portfolio includes *Scorpius*, *Cyberdyne Warrior*, *Retrograde*, *Creatures*, *Creatures 2*, and *Mayhem in Monsterland* (whatever that is). John is a wiz with bits, bytes, and multiplexed sprites, while Steve is the pixel painting perfectionist. The unofficial third member of the team is Andy Roberts, a long-serving CF contributor who also worked on Mayhem. At least, that's what he told us to say. Over the next few months, the three of them will be revealing the intricate secrets behind the design of a blockbusting video game.

LET'S BEGIN

The style of game you choose to create is all-important, as it dictates the control mode, the scrolling/screen update system, in fact nearly all of the game characteristics. For example, a puzzle game is usually set on a single, static screen, whereas a platform game *(Like Mayhem? - Ed)* would benefit more from scrolling scenery. So initially, choosing a game style is the first task. For example:

- Shoot 'em up
- Beat 'em up
- Platform game
- Puzzle game
- Strategy game
- Arcade adventure

However, things aren't as clean-cut as that. Take *Nebulus*, for example: it is quite clearly a platform game, but it's also a puzzle game. And there are things to shoot at. Oh, and strategy bits too.

Confusing isn't it? So you might say that the first rule of game design is 'Don't pick a specific game style... yet'. Ho hum. Let's try looking at it another way.

If you're designing a game, you might have already decided when and where the game is based: a cute goblin called Squirble lives in the middle of a Medieval forest and has to rescue Princess Flob. Therefore, the style of game has to match,

a) the main character dude and

b) the surrounding area.

OUCH!
ACME PRESS
POWER BY ACME
1
BONUS

When picking a name for the sequel to your best-selling game, simply try sticking a two after it.

Squirble the goblin fits the mould of an arcade adventure, possibly combining some of the other styles too (if he has to collect objects along the way, that introduces a puzzle element). Oh, and don't be tempted to sit down and come up with character names and specific locations just yet. Design the game first, and you'll find that names and other such ideas will suggest themselves. Now the game has three ingredients: the game style, the rough scenario,and a character with a designated quest. The three need to be thought about simultaneously, and it's your task to blend them together. *Mayhem in Monsterland* started life as a very simple concept; the player (which was, at the time, undecided) could run around a level collecting loads of stars and bonuses, very much in the style of console platform games. The first stage was to decide the screen-update system, in this case a fast, bi-directional horizontal scroller. After this came the need for a main character. As there were no other dinosaurs around at the time (this was during April '92, when *Jurassic Park* was a mere rumour), it seemed logical to make the main character a dino, which therefore dictated the third decision - the game had to be set in the prehistoric era.

Just what kind of twisted, tortured mind comes up with an oddball game like this then kids?

Now you're probably wondering why, if the game is set millions of years ago, there are levels such as Jellyland (full of jelly), Spottyland (full of spots), and Pipeland (full of pipes). Basically, real life is boring. People don't play video games to confront reality; they play games to escape into another dimension, to become someone or something else; they play games to perform otherwise impossible tasks. It's all very well saying that a dinosaur would never run around collecting bags of dust, but if he didn't the game would be hideously dull. If Mayhem could only do the things that real-life dinosaurs could do, the game would have no appeal. You can afford to bend the rules a little - no one will question your thinking. Above all, be imaginative. Hence the second rule of game design: 'Get yourself a chocker scenario and go absolutely mad with the thing'.

This is by no means a stencil for game design. Mayhem could have started off as a game set in the prehistoric era, which creates the need for a dino-esque main character. It could then have been decided that the dinosaur setting would make a great platform game. As you can see, the process can work in reverse quite easily.

Finally, it is important to feed your brain, so watch plenty of television, read plenty of magazines, go to the cinema and play plenty of games to gain as much mental stimulation as possible *(But do your Maths and English homework first kids - Ed)*.

NEXT MONTH

We'll be looking at machine limitations, the process whereby you take the game you've spent weeks designing and bin half of the ideas before you touch the keyboard.

SECRET OF SEUCKCESS

PART 1

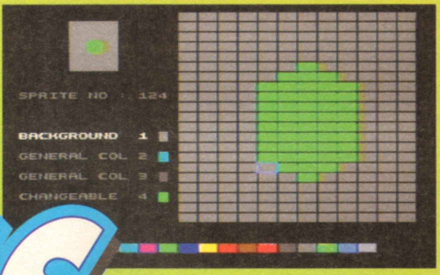
Want to learn how to shoot-'em-up? Jon Wells has been tinkering with the Shoot-'em-Up-Construction-Kit and he has this fantablious report...

This feature is dedicated solely to the shoot-'em-up-construction-kit. In the coming months we'll be looking at endless possibilities to enhance your SEUCKed games. We're going to be looking at how to add music and sound effects, power-ups, loading screens and background animation as well as improving graphics, incorporating BASIC for the title screens, high-score tables and end sequences. We'll also be solving your problems – if you have any the address is at the end of this feature.

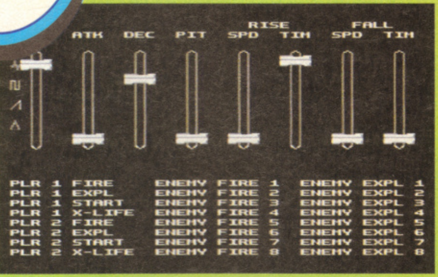
In this particular introductory feature – we'll first be covering the simple basics, just to get you started. Next follows two listings which insert a reset option in your finished – saved SEUCK game. The first of these is for cassette versions – the second for disk.

```
1 REM ** SEUCK
TAPE RESET HACK **
2 C=0:FOR A =49152
TO 49244:READ B
3 POKE
A,B:C=C+B:NEXT
A:PRINT
CHR$(5);CHR$(147)
4 IF C<>10041 THEN
PRINT "DATA ERROR!";:GOTO 7
5 PRINT "SAVE HACK FOR FUTURE
USE!":PRINT
6 PRINT "TYPE SYS 49152 TO
START…":PRINT
7 PRINT CHR$(154):END
10 DATA
162,0,189,16,192,157,0,1,232
11 DATA
224,93,208,245,76,0,1,32,86,245
12 DATA 169,16,141,87,4,169,1,141,88,4
13 DATA 76,252,3,169,76,141,217,68,169
14 DATA 16,141,218,68,169,96,141,219,68
15 DATA 162,24,189,52,1,157,16,96,202
16 DATA 16,247,169,53,133,1,141,156,68
17 DATA 76,72,64,169,1,208,3,76,6,69
18 DATA 120,169,55,133,1,169,0,141,32
19 DATA 208,169,11,141,17,208,76,226,252
```

```
1 REM ** SEUCK DISK RESET HACK **
2 C=0:FOR A =49152 TO 49252:READ B
3 POKE A,B:C=C+B:NEXT A:PRINT
CHR$(5);CHR$(147)
4 IF C<>10725 THEN PRINT "DATA
ERROR!";:GOTO 8
5 PRINT "SAVE HACK FOR FUTURE
USE!":PRINT
6 PRINT "TYPE SYS 49152 TO START":PRINT
7 PRINT "THEN LOAD GAME AS NORMAL…";
8 PRINT CHR$(154):END
10 DATA 162,0,189,16,192,157,0,1,232,224
11 DATA 101,208,245,76,0,1,169,11,141
12 DATA 40,3,169,1,141,41,3,96,169,24
13 DATA 141,77,4,169,1,141,78,4,76,237
14 DATA 246,169,76,141,217,68,169,16
15 DATA 141,218,68,169,96,141,219,68,162
16 DATA 24,189,60,1,157,16,96,202,16
17 DATA 247,169,53,133,1,141,156,68,76
18 DATA 72,64,169,1,208,3,76,6,69,120
19 DATA 169,55,133,1,169,0,141,32,208
20 DATA 169,11,141,17,208,76,226,252
```


SPRITE NO : 124
BACKGROUND 1
GENERAL COL 2
GENERAL COL 3
CHANGEABLE 4

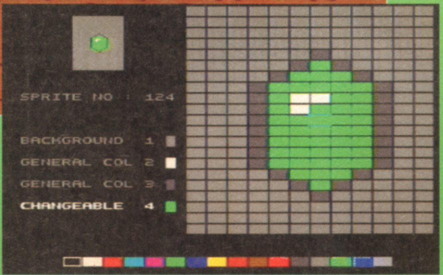
Get your sprites designed right and your finished game will look one hell of a lot better. Unlike this green blob.


RISE
FALL
ATK
DEC
PIT
SPD
TIM
SPD
TIM
PLR 1 FIRE
PLR 1 EXPL
PLR 1 START
PLR 1 X-LIFE
PLR 2 FIRE
PLR 2 EXPL
PLR 2 START
PLR 2 X-LIFE
ENEMY FIRE 1
ENEMY FIRE 2
ENEMY FIRE 3
ENEMY FIRE 4
ENEMY FIRE 5
ENEMY FIRE 6
ENEMY FIRE 7
ENEMY FIRE 8
ENEMY EXPL 1
ENEMY EXPL 2
ENEMY EXPL 3
ENEMY EXPL 4
ENEMY EXPL 5
ENEMY EXPL 6
ENEMY EXPL 7
ENEMY EXPL 8

When anaesthetising your patient make sure that the oxygen mix is just right. Get it wrong and they'll be hallucinating right through the op.

An interesting big baddie situation in *Monster Mash.*

In Dodge city, Mad Millie was perfecting her sombrero soup.


SPRITE NO : 124
BACKGROUND 1
GENERAL COL 2
GENERAL COL 3
CHANGEABLE 4

Just a couple of white pixels can transform an amorphous green blob. Sort of.

Once you've entered the relevant hack, it would be wise to save it so you don't have to type it in again. The tape version is easy to operate – simply enter `SYS 49152 <cr>` and press play on the tape. The disk version, however, is a little more long-winded. First enter the SYS address – this installs an interrupt to access the disk. Now load the game with the usual formula e.g. `LOAD "MONSTER MASH",8,1` – under no circumstances should you reset your machine, because if you do the hack will be wiped from memory. You must remember that these hacks only work with finished SEUCK games – those which are saved by the construction kit's loader, they won't work on the PowerPack games.

START TWEAKING

Once the game has loaded and the title screen appears – you can return to BASIC by hitting the RESTORE key. Don't worry, all the games code will still be in memory. To prove this type `SYS 16595`, which will re-enter the game. One other thing you must always remember, is that on a reset – memory locations $FD30 – $FD50 is wiped for the VECTOR and KERNAL

BASIC routines. The actual background character set occupies part of this location and corrupts chars 166,167,168 and 169; so never use those in your graphics.

Right, now that's out of the way we can start going some little bits of code. Hit RESTORE again to enter BASIC – lets first change the colour of your player. This is in location $2C93 HEX / 11411 decimal – for player 1 and $2CCF hex / 11471 decimal for player 2. To do this – we POKE or store the memory location with the relevant numbers and to change the colour of player 1 use the following:

```
POKE
11411,(PEEK(11411)AND240)+
COLOUR
```

Where COLOUR is the range from 0 to 15. Always re-enter the game with the `SYS 16595` call and hey presto. Play the game and you'll find that your sprite is a new colour… well I know it's nothing outstanding, but it's a start and it can only get better.

To gain infinite lives just `POKE 19308,173 / HEX $4B6C` for player 1 or `POKE 20092,173 / HEX $4E7C` player 2. To re-enable lives, change the 173s in both pokes to 141s instead. If you want to have a real laugh then change the player's speed with – `POKE 16550,8 / HEX $40A6` player 1 and `POKE 16569,8 / HEX $40B9` player 2. The poke speed doesn't have to be 8, you could choose a higher or lower number if you wish.

The amount of lives locations are at $40AD HEX / 16557 DECIMAL player 1 and $40C0 HEX /16576 DECIMAL player 2, but – the highest number these can accept are 9 and no more. The players 1 and 2 character collisions are at $40AC / 16556 and $40BF / 16575 respectively; so poking those with 255 (character 255 $FF) will enable you to move over all backgrounds.

SPRITE NO : 124
BACKGROUND 1
GENERAL COL 2
GENERAL COL 3
CHANGEABLE 4

My mum always said I'd come to no good.

Goodness gracious, great balls of fire.

PICK A COLOUR

Some of the in-game colours can easily be changed. To change the sprite MULTI-COLOUR#1 – `POKE 16513,colour / HEX $4081`, remembering that the colours range from 0 to 15 only. Other locations are $4083 / 16515 for sprites MULTI-COLOUR#2 – $4410 / 17424 for BORDER COLOUR – $4085 / 16517 for BACKGROUND-COLOUR#1 – $4086 / 16518 for BACKGROUND-COLOUR#2 and $4087 / 16519 for BACKGROUND-COLOUR#3.

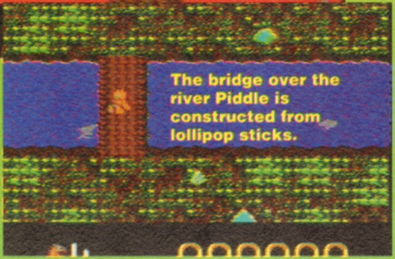
Next – follow a couple of small BASIC programs, but first a word of warning. Don't attempt to include large listings of your own, this is because the start of BASIC is at location $0801 / 2049 and the game code starts at $0900 / 2304 – this gives us only 254 bytes of BASIC to play with (at the moment) and in doing so – you could wipe out valuable code.

Anyway, now lets fiddle about with the NMI (non-maskable interrupt), we'll just do a simple flashing program. This will give you an idea of the extra routines that could be incorporated into this. Type in and run the following BASIC program:

```
1 FOR A=24624 TO 24629:READ B:POKE
A,B:NEXT A
2 POKE 17668,48:POKE 17669,96
3 DATA 238,32,208,76,148,92
```

Enter the usual `SYS 16595` to restart, and when you start the game the BORDER will flash repeatedly while you play. Now reset and `POKE 24625,33` – this time the BACKGROUND-COLOUR#1 will flash.

The number codes to poke are – 32 for BORDER, 33 for BACKGROUND COLOUR#1, 34 for BACKGROUND COLOUR#2, 35 for BACKGROUND COLOUR#3, 37 for SPRITE MULTI-COLOUR#1 and 38 for SPRITE MULTI-COLOUR#2. To disable the flash – POKE 17668,148 and POKE 17669,92.



The bridge over the river Piddle is constructed from lollipop sticks.

GREAT MEMORIES

So how's it done? Well, the sound effects play routine is jumped to from location – $5403-5 / 17667-9 and we've changed this with the listing code. So instead of playing the sound effects, it jumps to a new routine at $6030 / 24624, this first flashes the colour and finishes by jumping to the actual sound effects – in location $5C94 / 23700. And so we'll move onto a slightly more advanced routine. First type in and run this BASIC listing:

```
1 FOR A=24640 TO 24657:READ
B:POKE A,B:NEXT A
2 POKE 16829,64:POKE 16830,96
3 DATA
    32,148,92,206,71,96,169,2,208
4 DATA
    5,169,0,32,51,92,76,56,65
```

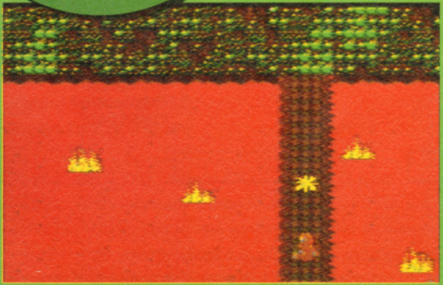
Right – so what does it do? Well, turn the volume up on your television and restart the game. Now listen. If you've typed it all in correctly you should hear sound effects on your title screen. You can play any of the 24 that are available to the kit; so first RESET the game and enter `POKE 24651,0` to 23 (number of SFX). Use 24 for no sound. The number formation goes like this – from 0 to 7 are the players SFX; 8 to 15 are the enemy SFX and from 16 to 23 are the enemy explosion SFX. It would be a good idea to put the TITLE EFFECT in enemy explosion 8 (sound effect 23), you could make a warble or low thud sound – this would give an eerie effect on the title screen. One last thing – to disable the restore reset just `POKE 24593,0`. Be very careful though, because once you restart the game you'll have no way to reset again. Alright sprite-pickers? Groovy.

PROBS?

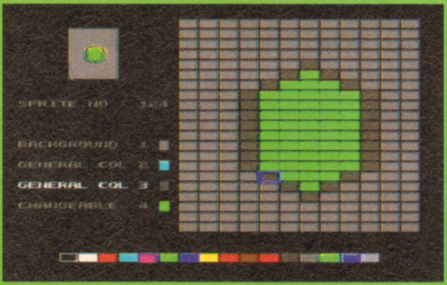
If you'd like to have your SEUCK problems sorted out in Jon's typically flamboyant style then write to Jon Wells, PO Box 22, King's Lynn, Norfolk, PE30 4DT. Remember to give him as much information as you can; you're far more likely to have your letter answered that way.

LISTINGS

Sadly we didn't have room to squeeze Jon's programs onto the covertape this month. We will, however, be putting them on next month's PowerPack along with any listings he uses in the next feature.



The river Thames is so badly polluted that the PM and seven of his cabinet have denied it.



Make sure that you choose your colour palette wisely, you're stuck with those colours.

COPYRIGHT ©1992 ALF YNGVE
DESIGN, PROGRAMMING, GRAPHICS
AND SOUND/FX BY ALF YNGVE
MUSIC USED FROM FUTURE COMPOSER
F1 MUSIC
F3 ONE PLAYER

Start thinking about title screens and other embellishments only when your game's finished.

Now you get a SUPERB free gift when you subscribe to CF

SUBSCRIPTIONS

TEENAGE MUTANT HERO TURTLES – THE COIN-OP

ALL NEW SUBSCRIBERS GET A COPY OF THIS...

Imageworks (Cassette)
10 levels of top-notch beat-'em-up mayhem with the heroes in two shells (four half shells). We gave it a mighty 89 per cent when we reviewed it! **RRP £10.99**

SUBSCRIBE NOW!

AND GET A SUPERB FREE GIFT!

All new subscribers to the multiverse's greatest Commodore magazine will get a copy of *Turtles – The Coin-Op*. But that's not all, just check out all these other fantablious benefits:

- 12 issues delivered to your door!
- An exclusive subs letter full of news snippets!
- Increases in cover price won't affect you!
- All for the same price you would pay at the newsagent – just

£29.95!

VISA

Access

Save all the hassle of going to the shops every month to get your copy just to be told, "Sorry, sold out". Guarantee your copy and get it delivered at no extra charge! Complete and return the coupon below or call our credit card hotline on 0458 74011

PLEASE ENTER MY SUBSCRIPTION for 12 issues of COMMODORE FORMAT *TICK AS APPROPRIATE* **TOTAL PAYMENT £**

12 ISSUES ☐ **UK £29.95** ☐ **EUROPE £43.95** ☐ **REST OF THE WORLD £55.95**

To ensure you receive your magazine and tape quickly and undamaged, all overseas subscriptions are sent Air Mail

METHOD OF PAYMENT (PLEASE CIRCLE) ACCESS VISA CHEQUE PO
CREDIT CARD NUMBER
EXPIRY DATE

If you are already a subscriber please quote your subscription reference number here – you will find this on your address label

Please tick here if you do not wish to receive direct mail from other companies ☐

NAME

ADDRESS

POST CODE

SIGNATURE

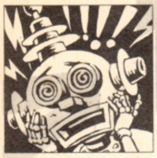
SEND THIS COUPON (TOGETHER WITH YOUR CHEQUE IF APPLICABLE) IN AN ENVELOPE TO:
COMMODORE FORMAT, FREEPOST, SOMERTON, SOMERSET TA11 7BR
The coupon is valid until 31st October 1993

CF/MAG/1193

Please make all cheques payable to Future Publishing Limited

TECHIE TIPS

More hot rockin' technical tips with the king of the poke, Jason Finch...



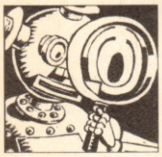
BLAME THE 'PUTER!

Dear Techie Tips,

Whoever made the typing errors in the listings in your section in CF36 is an utter, utter git! It takes a long time to type in long programs and when you have little knowledge of programming, like me, some of the mistakes in the mag's programs just cannot be corrected. Some can, but I'm sure there are plenty of people who cannot undo even the simplest of mistakes in programs so spend a long time typing a program which refuses to work. PLEASE double check programs and TRIPLE check long ones.

Mr Anonymous, Birmingham.

Whoever? You mean whatever. I've always had these kind of sloping shoulders and the blame is gonna run right off them and onto the computers used to put CF together. Unfortunately the important one seems to have developed an attitude and doesn't like Basic programs. Hutch has slapped its keyboard very hard and it has promised to be more careful in future. All program listings leave the human world working perfectly; the computers screw them up. Because this obviously annoys everyone concerned, and because it's no fun typing in huge listings - even if they do work eventually - all Techie Tips programs will, as from CF40, appear on the Power Pack as well as being listed in the mag! Good, eh?



CIRCULAR TENDENCIES

Dear Techie Tips,

I would just like to say how much I like your column. I buy *Commodore Format* mainly for the wonderful Techie Tips.

1 On most of the games on the Power Pack, how do you get the timer on while it is loading?

2 How do you draw a line on the C64 at an angle of, say, 56 degrees or 12 degrees?

3 How do you draw circles on the C64?

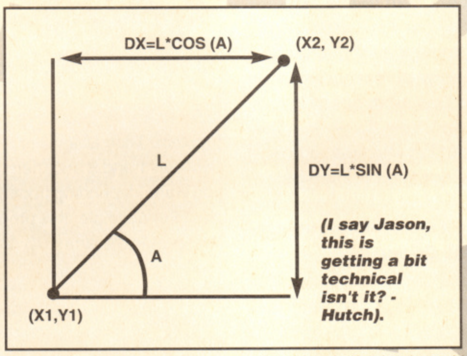
4 How do you give a LIST command from within a Basic program without the program stopping? I cannot get the program to continue after a LIST without RUN or GOTO.

Robert Dainty, Tipton.

1 If you take a look back to CF37 you will see an example of an interrupt loader in action - the utility LOADER MAKER uses one to display *Saracen Paint* pictures while your programs load. The countdown clock is done similarly - running a small piece of machine code that displays a clock while it is loading.

2 In CF37 I gave a long listing that plots a line on the bitmap screen from a point with co-ordinates X1,Y1 to one at X2,Y2. Using a rather nifty piece of maths you can work out where a line from X1,Y1 should end when plotted at whatever angle you want. The following few lines will calculate the end-point of a line, given its starting point, its length in pixels, and the angle at which you want to draw it. In line 30 the angle is converted into radians instead of degrees because your humble C64 hasn't a clue what a degree is.

```
5 REM CALCULATE LINE POINTS BY J.FINCH
10 C=3.14159/180:REM DEGREES TO RADIANS
20 X1=160:Y1=100:REM SET FIRST POINT
30 A=60*C:L=80:  REM ANGLE AND LENGTH
40 DX=L*COS(A):  REM CALCULATE X-DIFF
50 DY=L*SIN(A):  REM CALCULATE Y-DIFF
60 X2=INT(X1+DX):REM SECOND POINT X-ORD
70 Y2=INT(Y1+DY):REM
SECOND POINT Y-ORD
80 PRINT "START
";X1;",";Y190 PRINT
"END   ";X2;",";Y23
```

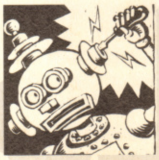


(I say Jason, this is getting a bit technical isn't it? - Hutch).

Circles are drawn in much the same way as lines - you work out each point around the circle and plot it. This is done using the mathematical functions COS and SIN. Even knowing that, it is a tad difficult to work out the exact formulae, so here is a complete program for plotting circles. Change the variables in lines 210 and 220 as appropriate.

```
100 REM CIRCLE PLOT BY J.FINCH
110 POKE 52,32:POKE 56,32:CLR
120 POKE 53265,59:POKE 53272,24
130 FOR X=0 TO 7999:POKE 8192+X,0:NEXT
140 FOR X=0 TO 999:POKE 1024+X,22:NEXT
150 :200 REM CALCULATE POINTS
210 XC=160:YC=100:R=80:REM SET CENTRE AND
RADIUS OF CIRCLE
220 XO=1:YO=0.9:REM SET ASPECT RATIO -
CHANGE FOR ELLIPSES
230 A=2*(3.14159):REM 2*PI
240 N=500:I=A/N:REM N=NUMBER OF PLOTS TO
MAKE UP FULL CIRCLE
250 FOR P=0 TO A STEP I
260 X=R*SIN(P):X=INT(X*XO+XC)
270 Y=R*COS(P):Y=INT(Y*YO+YC)
280 GOSUB 500
290 NEXT:END
300 :
500 REM PLOT POINT X,Y
510 CH=INT(X/8):RO=INT(Y/8)
520 LN=Y AND 7
530 BY=8192+RO*320+8*CH+LN
540 BI=7-(X AND 7)
550 POKE BY,PEEK(BY)OR(2^BI)
560 RETURN4
```

This is done by convincing the computer that you have entered RUN followed by RETURN in order to get the desired effect. To do that you must, before executing the LIST instruction from within the program, do POKE 631,82:POKE 632,85:POKE 633,78:POKE 634,13:POKE 198,4 which loads the keyboard buffer with the ASCII codes for the letters R, U and N and finally the code for RETURN. The POKE 198,4 tells the computer you have put four keys into the buffer. Then, when the list has finished, the computer will effectively enter RUN for you and get on with the code.



SEUCK IT AND SEE

Dear Techie Tips,

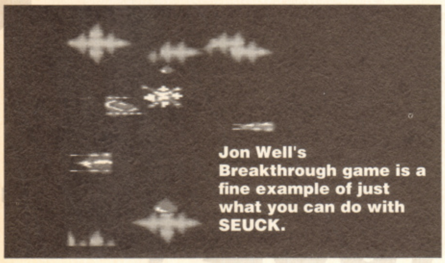
Having read Steve Gillman's letter in CF, I am writing about a new club that I am setting up for users of SEUCK. He asked if it was possible to load SEUCK games faster and while Steve won't be able to speed SEUCK's loading and saving up

➤

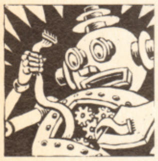
much, one of the services of our club is to compress SEUCK games. So members can just send their game together with a stamp and we will make it about 100-150 blocks long instead of the normal 240-odd. We also have loads of SEUCK games for our members to choose from, together with a top ten of members' games. I would be very grateful if you could put something in the mag about SEUCKERS for all your readers that enjoy using it. Thanks a lot.
J.Marshall, Great Yarmouth.

Your wish is my command. More information about this new club for SEUCK users is available by sending an SAE to:

SEUCKERS,
J.Marshall,
4a North Quay,
Great Yarmouth,
Norfolk, NR30 1


Jon Well's Breakthrough game is a fine example of just what you can do with SEUCK.

RE.WIPED OUT



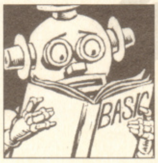
Dear Techie Tips,
1 In CF36 you printed a listing for a "mock" virus but it didn't work! Did you miss some lines out as line 3 suggests. It says LIST 0-44 whereas yours only went to line 37.
2 May I congratulate you on your AUTORUN and FLASHLOAD. Will you be doing a disk version of these so that I can auto-run my disk programs?
3 Get Hutch to give Techie Tips more space in the mag; it's my favourite section.
4 I am writing a program and I'm stuck as to how to stop people deleting the question printed by the INPUT command.
5 Is there anywhere I can get a first or second-hand hard drive for my C64? Do you have contacts?
6 Ta very much!!
Simon Widdop, Dewsbury.

1 Unfortunately, and rather spookily, the VIRAL INFECTION program suffered from its own kind of viral infection and some of the lines joined onto others. Line 3 should have just ended LIST 0-4 and the second 4 is actually the start of the next line. Next month, when Techie Tips, gets its own little slot on the Power Pack, I'll add VIRAL INFECTION from CF36.
2 Yes, but it is likely to be later rather than sooner.
3 Thanks very much but you'd be better off begging to Hutch direct.
4 The best way to do it is to write your own INPUT routine which controls what can and cannot be typed. Alternatively use my one:

```
10 REM INPUT ROUTINE BY J.FINCH
20 PRINT CHR$(147)
30 PRINT "WHAT IS YOUR NAME ? ";
40 GOSUB 100
50 PRINT CHR$(17);"CHEERS ";A$
60 END
70 :
100 REM DO THE INPUT
110 A$="":L$=CHR$(157):R=1:C=0
120 POKE 199,R:PRINT CHR$(32);L$;:POKE
199,0
130 C=C+1:IF C=10 THEN R=1-R:C=0
140 GET K$:IF K$="" THEN 120
150 K=ASC(K$):IF K>90 THEN 120
160 L=LEN(A$):IF L>18 THEN 180
170 IF K>31 THEN A$=A$+K$:PRINT K$;:R=1
180 IF K=13 AND L THEN PRINT" ":RETURN
190 IF K=20 AND L THEN PRINT
CHR$(32);L$;L$;CHR$(32);L$;:A$=LEFT$(A$,L-
1):R=1
200 GOTO 120
```

5 New hard drives for the C64 are not available in this country and the chances of you finding a second-hand one are about as high as finding someone changing their car tyre on the fast lane of a motorway. You could make noises at Creative Micro Designs Inc., PO Box 646, East Longmeadow, Massachusetts, USA though.
6 No problemo.

RANDOM TANDEM



Dear Techie Tips,
1 How do I make the C64 pick, at random, certain numbers from a group? I want it to pick at random one of these numbers: 65, 69, 73, 79, 85.
2 I have two books on machine code programming but don't have an assembler. Have you any idea where I can get one on tape or cartridge?
Andrew McCombe, Cannock.

1 There are various ways you could tackle this problem. They all involve picking a random number between 1 and 5 and then deciding upon the number you want, depending upon what the random number was. For example, this program assigns the five numbers to the array C() and then picks one at random.

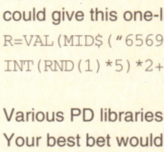
```
10 C(1)=65:C(2)=69:C(3)=73:C(4)=79:C(5)=85
20 N=INT(RND(1)*5)+1
30 R=C(N)
40 PRINT R
```

If you want something a bit more impressive, you could give this one-liner a whirl:

```
R=VAL(MID$("6569737985",
INT(RND(1)*5)*2+1,2))2
```

Various PD libraries will stock assemblers on tape. Your best bet would be to obtain catalogues from them and take it from there.

CONVERSION TACTICS



Dear Techie Tips,
I have very recently purchased a new C64 to replace my ageing Spectrum. I am now trying to convert an old Spectrum program to C64 and wonder if you could possibly convert the following lines for future reference to my C64.

```
170 LET X$=INKEY$:IF X$=" " THEN GOTO 170
207 INPUT ("ENTER 1 OR 2 =");ST
208 IF ST=1 THEN GOTO 400
209 IF ST=2 THEN GOTO 6000400 CLS
413 INPUT ("ENTER 1 TO 5 =");ST
414 IF ST<1>5 THEN GOTO 413
415 GOSUB (ST*5000)
```

Also, how do I convert PAUSE 0:CLS which makes the computer go onto a next page by pressing the ENTER key.
Steven Carey, Norwich.

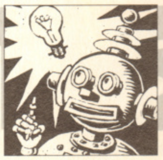
To convert line 170 you need to use the GET statement. To wait for a key to be pressed on the C64 you would do 170 GET X$:IF X$="" THEN 170. To test if it was, say an A, you would then do IF X$="A" THEN ...

Lines 207 and 413 need changing so that they look like INPUT "ENTER... =";S because ST cannot be used as a variable in Commodore Basic. ST is actually short for STATUS and reads in information concerning tape and disk errors. That means that 208 and 209 will be okay so long as you change the variable name.

Line 400 just needs a PRINT CHR$(147), and you should be able to work out the PAUSE 0:CLS equivalent using that and what I said about checking for keys. The code for the RETURN key is CHR$(13).

Line 414 needs to be IF S<1 OR S>5 THEN 413 because, again, ST cannot be used. Line 415 needs an ON S GOSUB 5000,10000,15000,20000,... or something of that nature. Check out your manual for how to use the ON command. It's dead useful in much the same way as the vacuum cleaner, the wheel, liquid soap and the McRib.

FUDGE FACTOR



Dear Techie Tips,
1 After reading your August issue, I just felt the urge to send you my Basic scrolling routine that works pixel by pixel!! Short, posy and a total fudge, but why worry when it works so well? It is also written so that it may be incorporated easily into other programs.
2 You also featured a question from Chris Wilson of Blyth and told him that you knew of no companies that deal in second-hand equipment - guess what?! I am currently in the process of setting up a club for 8-bit computers and consoles and part of the service is to buy and sell equipment. If anyone is interested please feel free to let them write to me. Thanks. *(Oh yes, we've lost your full address Nick. Sorry - Hutch).*
Nick Forester, Alton.

1 I've had literally hundreds (well, erm, not quite) Basic scrollers sent to me so this is going to have to be the last in a long line. Very good it is too.

```
10 POKE 53280,0:POKE 53281,0
20 PRINT CHR$(147)
30 B$="          ":REM 10 SPACES
40 A$="SMOOTH SCROLLING ROUTINE BY
```

```
NICHOLAS FORESTER..."
50 C$=B$+A$+B$:X=15:Y=10
60 GOSUB 100
70 END
80 :
100 REM SCROLLING SUBROUTINE
110 X$="":Y$=""
120 FOR H=1 TO Y:Y$=Y$+CHR$(17):NEXT H
130 FOR H=1 TO X:X$=X$+CHR$(29):NEXT H
140 FOR M=1 TO LEN(C$)
150 FOR N=8 TO 1 STEP -1
160 READ A:POKE 646,A
170 POKE 53270,N
180 PRINT CHR$(19);X$;Y$;MID$(C$,M,10);
190 NEXT N:RESTORE
200 NEXT M
210 RETURN
220 :
230 DATA 0,11,12,15,1,15,12,112
```

Okey dokey, no problem. If anyone would like to write to Nick about his club, be ever so kind and send him an SAE at 49 Wentworth Gardens, Alton, Hampshire, GU34 2BJ.

*(But wait! Jason! Oh bum he's gone and there's all this space to fill. Git. Were you as mystified by all that stuff as me? I mean I like to think that I'm fairly computer literate, but that diagram on the first page has done my head in. DX=L*COS(A) indeed. Why does it have to be so technical? It's that tricky and they have the nerve to call the language BASIC? Oh yes, dead basic isn't it. If you're a rocket scientist or something. Oh well, next month I'll be satisfied with a formula for making money. Or beer. Or Vanessa Paradis. Anyway, the bottom of the page approacheth so I'll say, ermm, bye then. Bye - Hutch)* *(Clur, get me Finch's number...)*.

INFORMATION BANK

This month's offerings are from Steve Gillman of London. The first program is a Basic loader and a demonstration of how to check whether or not a disk drive is connected and switched on.

```
10 REM DRIVE CHECK BY S.GILLMAN
20 FOR X=49152 TO 49163:READ Y:POKE
X,Y:NEXT X
30 IF C<>1502 THEN PRINT "DATA ERROR":END
40 DATA 169,000,133,144,169,008,133,186
50 DATA 032,177,255,096
60 GOSUB 500
70 END
80 .. rest of program ..
500 REM DO THE CHECK
510 SYS 49152
520 IF ST<>-128 THEN RETURN
530 PRINT CHR$(147);"DEVICE NOT PRESENT"
540 PRINT "PLEASE TURN ON YOUR DRIVE"
550 PRINT "THEN PRESS A KEY."
560 GET K$:IF K$="" THEN 560
570 GOTO 510
```

The second program is for everyone who owns an Action Replay cartridge *(That's the entire C64 community then! - Hutch)*. The Basic loader creates a cunning piece of machine code that can be used to bring up the AR start up menu. Don't ask why it works because Steve confesses he doesn't know exactly why it works either! If AR is not plugged in, it will just do a standard reset.

```
1 REM AR STARTUP BY S.GILLMAN
2 FOR X=49152 TO 49176:READ Y:POKE
X,Y:C=C+Y:NEXT X
3 IF C<>4887 THEN PRINT "DATA ERROR":END
4 PRINT "TO RESET TO AR STARTUP MENU"
5 PRINT "ENTER:  SYS 49152"
6 :
10 DATA 169,000,162,211,133,251,134,252
11 DATA 168,145,251,200,208,251,230,252
12 DATA 166,252,224,223,208,243,076,226
13 DATA 252
```

GOT A PROBLEM?

Jason Finch is more than willing to answer all your technical queries, so write to him at Techie Tips, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please remember that Jason *cannot* reply to any letters personally, so please don't include a self addressed envelope. This boxout has been brought to you by PowerGen: *We're working hard to spark you up.*

QUICK SHOTS

I am trying to create a two-player snake game, but cannot get the computer to register two key presses at the same time, so they seem not to work. Can you help?
Daniel Delwiche, Kingsholm.

All the usual tricks for reading the keyboard, in either Basic or machine code, will only give you one number at a time so it would seem that it is impossible to register two keys simultaneously. Of course we all know that nothing is impossible, and I'll make you an appointment for CF40 - my Casebook extract will tell you how to use the locations that you normally use for reading the joysticks (56320 and 56321) for reading the keyboard.

Could you please tell me what I have to incorporate into the enclosed database program for lower case to be printed on my MPS801 as lower case and upper case to appear as upper case instead of graphics.
David Peggie, Perth, Scotland.

The normal OPEN command for accessing a serial port printer is OPEN 4,4 or similar. By adding what is called a "secondary address", you can tell your printer to switch into different modes. Making it OPEN 4,4,7 will put it into lower/upper case mode instead of upper case/graphics. Check out line 3620 of your program.

I would like to know where in memory I can store programs. I tried to store a program at $E000 but when I ran it it was gobbledegook. Why?
Matthew Divers, Dunbar, Scotland.

I assume you mean machine code programs, first of all. They can be stored practically anywhere because the C64 can effectively switch various parts of its ROM off and replace it by RAM. The problem is how to do it, and the solution is location 1. One of my Casebook pages is devoted to this problem, so until I rip it out and stick it in CF41, keep your programs in more accessible places.

I read a letter in CF recently from someone that said you should scrap Techie Tips. Please please please keep it because I'm trying to learn to program and find it really useful!
Paul Martin, Birmingham.

In Techie Tips I aim to give useful advice that helps budding programmers. After all, without people like you there will be no more C64 programmers around and so no more games for the C64. So to anyone wanting rid of anything remotely techie, I churn out the ole Chinese proverb: The foolish gardeners that decide not to water the successful shoots soon find that their whole garden has died.

How can I mix assembly level programming with the Basic interpreter? Do I need Simons Basic or anything else?
Russell Fitz-Ragan, Surrey.

Assembly language programs cannot be mixed with Basic - they need to be converted into machine code first. Machine code can be mixed with Basic by simply giving a SYS command; all the Basic loaders in Techie Tips are examples of machine code routines being called from Basic.

Is there any way I can use my Neos mouse with *Saracen Paint*?
Andy, Aylesbury.

The part of *Saracen Paint* that controls the input device - the mouse - would need to be rewritten to cope with a Neos mouse. So, yes, there is a chance you can use it if someone has rewritten the piece of code. Experience has told me to ask if that is the case before saying that no-one will have done! So, has anyone? Incidentally, if anyone's got any nice piccies, send them in to the Artie Party.

DR FINCH'S CASEBOOK

More in depth analysis from the programming front line. This is the modern world...

You may recall that last month I showed you how to relate the binary number system of 0s and 1s to bags full of dosh. Well now I'm going to get you thinking in terms of balls and boxes, because you are about to learn everything you need to know about memory addresses and how they work.

8 CORONATION ST.

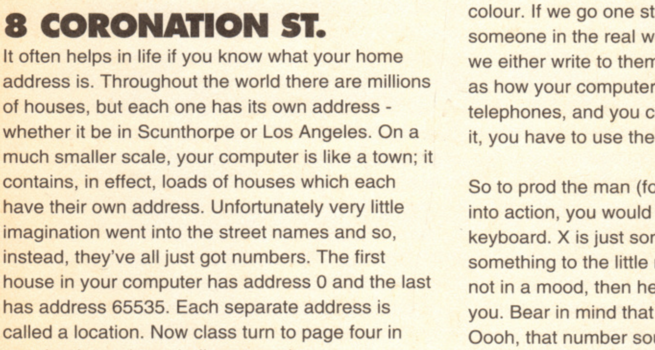
It often helps in life if you know what your home address is. Throughout the world there are millions of houses, but each one has its own address - whether it be in Scunthorpe or Los Angeles. On a much smaller scale, your computer is like a town; it contains, in effect, loads of houses which each have their own address. Unfortunately very little imagination went into the street names and so, instead, they've all just got numbers. The first house in your computer has address 0 and the last has address 65535. Each separate address is called a location. Now class turn to page four in your books and we shall venture deeper.

LITTLE COMPUTER PEOPLE

In the real world, each house will have someone in it that either has a job or someone that doesn't (do I often state the obvious?). Similarly, the locations in your computer either do something specific, or they don't; they just remember things that you tell them. You probably know that the function of the little mysterious person (moi, sexist?) that lives at 53280 in your computer is to change the border colour. If we go one stage further, when we want someone in the real world to do something for us, we either write to them or telephone them. Seeing as how your computer isn't equipped with loads of telephones, and you certainly can't pass letters to it, you have to use the command POKE.

So to prod the man (for argument's sake) at 53280 into action, you would enter POKE 53280,X on the keyboard. X is just some number that means something to the little man that lives there. If he's not in a mood, then he'll go away and sort it out for you. Bear in mind that he cannot count past 255. Oooh, that number sounds familiar doesn't it? Yes, if you take all the money bags that I told you about last month, you'd end up with £255 - represented in binary by 11111111.

MRS SMITH'S SET OF BALLS



I shall avoid any double entendres because the title says it all.

A CLOSER LOOK

Each location - or address - inside your computer can be thought of as a big box which is split into eight smaller boxes - a bit like your house is split up into rooms (unless you live in a tent somewhere on the Yorkshire Moors). The person that lives at each location is equipped with eight balls, any or all of which can be put into the smaller boxes (known as "bits" in computer jargon) at that particular location. Only one ball can go into each box, and they cannot be swapped between neighbours. Like, Mr Jones at number 53264 couldn't give his balls to Mrs Smith at 53265, and he isn't allowed to throw them down to Mr Brown at number 1024. That sort of thing is just not allowed.

LABELS

Not only that, but each ball has a label stuck to it saying which of the eight boxes it is allowed into - each ball can only go in one specific box at one specific location. The label also says what will happen if the ball is shoved into its corresponding box. Each box also has a label, on which is written a single number - the same numbers as were on those money bags last month. So box number 0 has a "1" stuck to it, box 1 has a "2", box 2 has a "4", the next has an "8" and so on up until box 7 which has a "128". These are the values of the boxes - known as the bit values.

So let's look at an example. Mrs Smith at 53265 has eight balls. On the ball that goes into her box with value 128, is written "Raster Scan MSB", the ball for box 64 has "Extended Background Colour Mode", 32 has "Bitmap Mode", 16 has "Screen Visible", 8 has "25 rows on screen", and the balls for the boxes with values 4, 2 and 1 each have "Smooth Y-Scroll". Take a look at Ollie's little diagram if you want to see what I mean. Imagine that you wanted to display something in bitmap (graphics) mode. You obviously want the screen visible as well, and you want 25 rows on the screen. So you tell this to Mrs Smith via a POKE. You use the numbers that correspond to what you want doing and POKE 53265,32+16+8 or just POKE 53265,56. Mrs Smith goes off and sorts out the ball situation.

INSPECTOR GADGET

The big inspector comes along every so often and checks out which balls are in which boxes at each address. As he does it, he carries out the relevant work. Like, he'll look at the eight boxes at Mrs Smith's location (53265) and see which ones have balls in (boxes 32, 16 and 8). He'll then go and do the relevant things to give you what you asked Mrs Smith for.

NEXT MUNF

Next month I'll show you how you can use the commands AND and OR to tell the little computer people about individual balls and how you can delve inside the computer and look at which balls are in the boxes at a particular address. *(And I'll be trying to stop Jason from fitting quite so many Carry-on gags in - Hutch).*

GAMEBUSTERS

Funnily enough, were not all brilliant game players. Some of us have the joystick weilding skills of a spleen. For all you gamesters with ten thumbs and two left hands, here's Andy Roberts...

REBOUNDER

PowerPack 30

Better late than never (that's what they said about Elvis), here's the complete solution to this crazy platformer, delivered in fine style by Richard Beckett. To kill the final guardian, you must have collected at least sixteen of the twenty bombs. When you collect a bomb, a line appears above the energy bar. If you don't have enough bombs, you cannot shoot at the guardian. And for the uninitiated, R - go right along level, L - go left, U - go up, D -go down. From the start: R, collect BOMB, kill guardian, U, collect BOMB, kill guardian, R, collect BOMB, kill guardian, U, collect BOMB, kill guardian, R, collect two BOMBS, kill guardian, D, collect BOMB, kill guardian, R,collect BOMB, kill guardian, D, collect two BOMBS, kill guardian, D, hit SWITCH, collect BOMB, kill guardian, L (you can only go this way if you hit the switch), collect two BOMBS, kill guardian, L, collect BOMB, kill guardian, U, collect BOMB, kill guardian, R, collect two BOMBS, kill guardian, D, collect BOMB, kill guardian, D, collect two BOMBS, kill guardian with bombs to complete the game.

SQUIBBLY SKWOB

PowerPack 36

Richard Beckett delves into the PowerPack yet again, this time with an ever-so-easy method of completing this SEUCKer of a game

On level one, wait in the top-left corner, leaving a gap (roughly the size of Squibbly) above and to the left of you. Wait there and nothing will hit you until level five. On level five, go to the right of the clown and shoot its face - it will stop firing, enabling you to kill the rest of it in safety. On level six, wait until the caterpillar has gone from the left doorway, then wait as far down as possible in the left doorway. You'll have to lose a life, but you should have plenty left for the later levels. On levels seven and eight, simply wait in the bottom-left corner to avoid all things deadly. On level nine, wait in the far-left of the bottom doorway - you'll get shot once, but still have one life left for the final level. When this screen is clear, go right slightly in the doorway. When the next level appears, you will get trapped in the wall (but hopefully you'll be safe from the bullets). Wait here for a while to complete the game with ease.

ACTION REPLAY POKES

More froopy Action Replay POKES courtesy of Richard Beckett - to use them you'll need an Action Replay cartridge, which is available from Datel electronics for £34.95. To use these poke, freeze the game by pressing the red button, press 'E' to enter the pokes, then restart using 'F3'.

SQUIBBLY SKWOB

POKE 19214,0 - Infinite lives

STARRAY

POKE 10511,173 - Infinite vaporisers

BREAKTHROUGH DEMO

POKE 19214,0 - Infinite lives

SUBURBAN COMMANDO DEMO

PowerPack 36

As you might have predicted, here's Richard Beckett with the solution tothis rather tasty demo. And if you've bought the full game, our complete solution continues elswhere in this issue. Oh, and because the time limit is so strict, avoid people rather than punch them. From the start: Jump onto the disco roof and collect the tool, then fall down right and jump down the manhole. Collect the tool, then jump out ofthe hole using the trampoline (hold left as you bounce). Use the next trampoline to climb the building to your right, then jump off to the right. Fall to the left of the building to your right and collect the toolwhile you fall. Now go right and jump onto the trampoline, keep holding right and you should land on another trampoline - do the same again. Jump the spikes then use the trampoline to jump the spiked wall and the manhole. Continue right, run past the man in the carpark and jump the spikes and the manhole. Kill the blue man and wait by the car for a lift. Get on the lift and go up onto the building, then jump from this building onto the one to your left. Now climb it and collect the tool. Jump left off the building and run left to a manhole - jump down it and hold right as you fall... to land in a secret room. Collect the tool and leave, then fall and run right while jumping the water pools and walk through the door to complete the demo. There are a couple of hidden rooms: to get to the first, drop down the first manhole and jump through the wall to your left. For the second, fall down the far-right manhole through the wall to your right.

REGULARS

TIP OFF 33

The best of the hints, cheats and solutions sent in by you lot. It's over there on the left.

LISTOMANIA 37

Pokes, listings, step on up, get 'em while they're hot, they're lovely. Special offer today, 40 for the price of one.

MAPS & SOLUTIONS

THE SIMPSONS 34

Part four of this sumptuous five part mapping extravaganza in full Technicolour.

NEBULUS 36

It was on our covertape, it's brilliant, but it's also jolly hard. So if you've been struggling to propel a small green frog up the second half of a series of stone towers then clock this lot.

SUBURBAN COMMANDO 38

That WWF wrestler is back yet again, doing battle with some naughty aliens. You're nearly there, here's the next installment.

CASTLE MASTER 40

This second part of the complete solution to this fabby Freescape castlescapade.

STREET FIGHTER 2 41

Hutch checks out the last three bosses: Sagat, Bison and hardest of all, Vega.

NOBBY AARDVARK 42

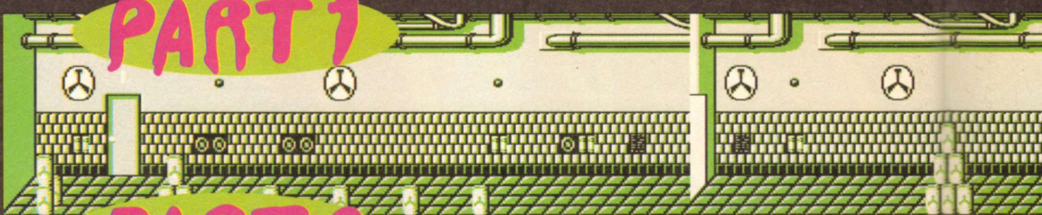
Gamebusted and released into the wild - part 2. In which Nobby walks in on Cousin Valerie and Father O'Flaherty. Were they really just painting the ceiling? Who is the purple man?

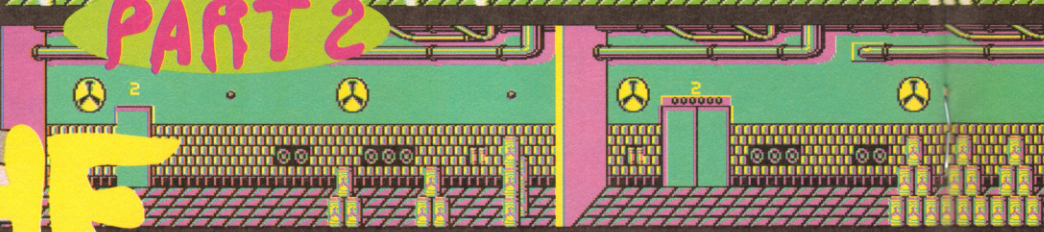
NIGHTSHIFT 44

Another PowerPack game given the full busting treatment. Now can you beat the machine? It's all a question of application really.

MAIL ORDER MADNESS!

Yes, we're giving away twenty (count 'em) pounds worth of CF Mail Order vouchers every month, all you have to do is send in your best maps, favourite tips, priceless POKES, and extra-special solutions. Bundle your bits into an envelope and post it to: Andy Roberts' Gamebusters, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW. Oh, and we promise not to turn them into raffia earings. Honestly.





THE SIMPSONS

BART VS. THE SPACE MUTANTS

Will Bart ever reach the end of his heroic quest? Will he ever lose that inane grin? Will Andy Roberts remember to put the cat out?

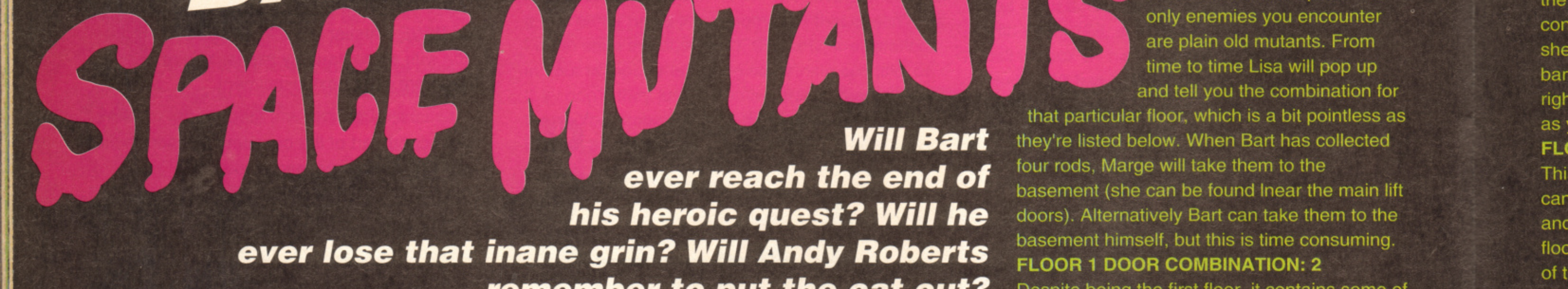
LEVEL 5 - SPRINGFIELD POWER STATION

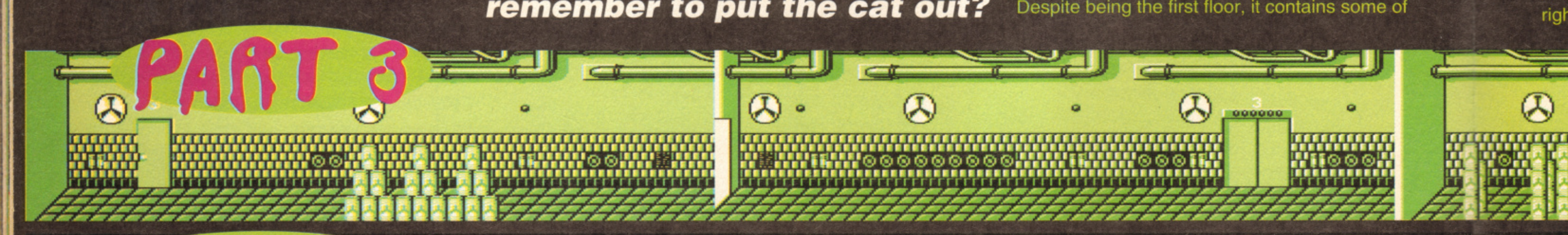
This level is probably the toughest in the game due to the plethora of mutants you have to avoid. To complete the level, Barty must collect the sixteen fuel rods scattered around the station. There are also donut boxes dotted about, and these can be used to summon Homer to destroy all on-screen mutants (not a smart bomb, more like a smart bum). You won't need to collect any proof of existence tokens, or use the X-RAY specs - the only enemies you encounter are plain old mutants. From time to time Lisa will pop up and tell you the combination for that particular floor, which is a bit pointless as they're listed below. When Bart has collected four rods, Marge will take them to the basement (she can be found lnear the main lift doors). Alternatively Bart can take them to the basement himself, but this is time consuming.

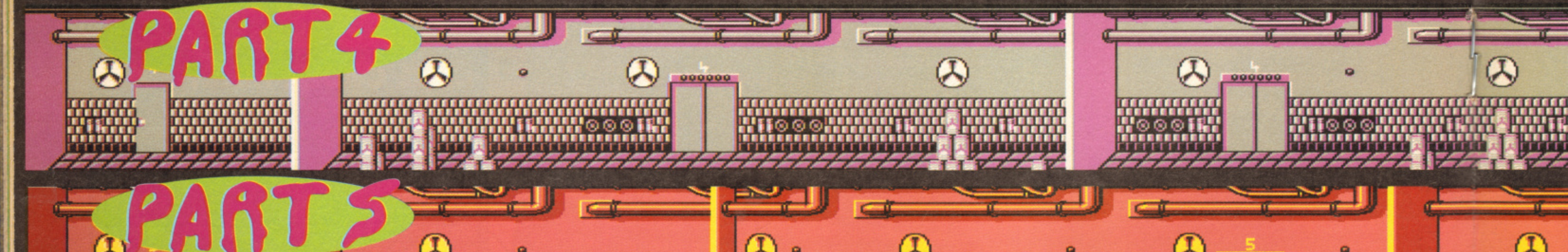
FLOOR 1 DOOR COMBINATION: 2

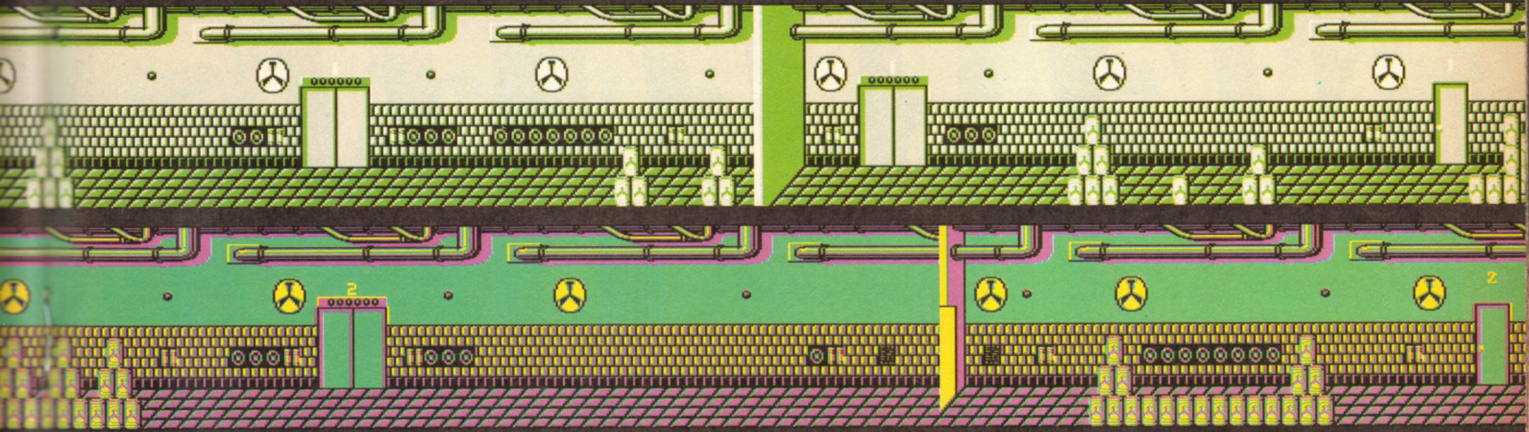
Despite being the first floor, it contains some of

the
trou
stai
thre
hav
the
pre
whe
thre
thro
the
FLO
Stra
floo
muc
the
con
she
bar
righ
as
FLO
Thi
car
and
floo
of t
righ









the most difficult mutant patterns. If you're having trouble getting through the first barrier, go up the stairs (through the door to the far-left) up to floors three and four for some extra donuts. And if you're having trouble getting up the stairs, walk in front of the door until it opens, jump up, then pull down and press fire or push up and press fire, depending on whether you want to go up or down. There are three rods on this level, and you'll need to go through level two to get the third (either by the lift or the stairs).

FLOOR 2 - DOOR COMBINATION: 31

Strangely enough, there is only one fuel rod on this floor, which means that you won't need to spend much time here at all. As before, go up the stairs at the far left of level one to reach the small 'room' containing the fuel rod. Oh, this might be the time to shed some light on those combination-controlled barriers; it's very difficult to go through them from right to left so, if need be, keep jumping left as soon as you enter the combination.

FLOOR 3 - DOOR COMBINATION: 23

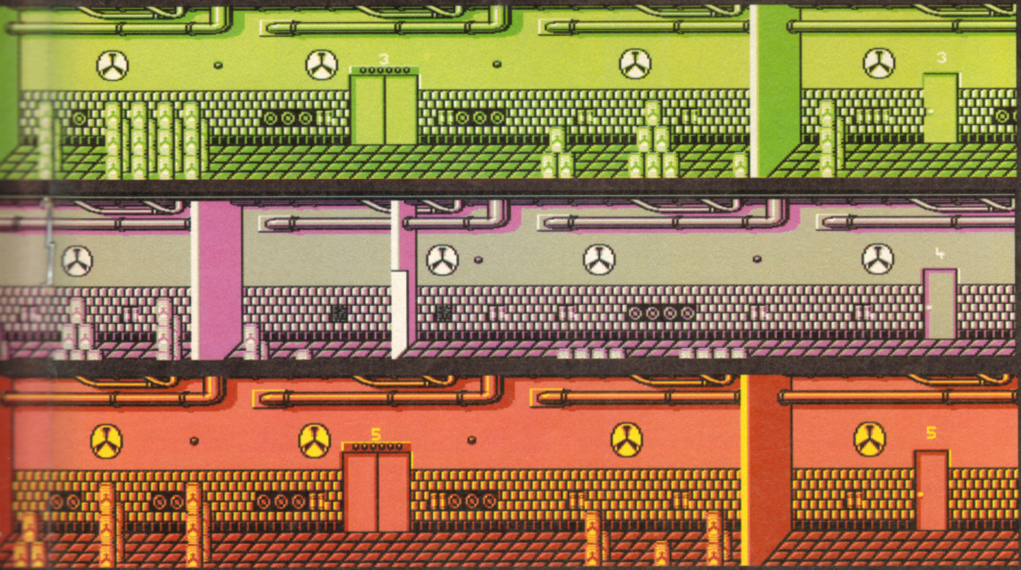
This floor hides three of the fuel rods; the first two can be found in the room housing the right-hand lift, and can be reached by taking the rightmost lift from floor one. The final rod is in the room at the far-right of the floor, and is easily reached using the rightmost stairs (you'll need to go through floor two to reach them). If you get killed on any floor above floor one, you will appear in a strange 'limbo' room - the door will allow you to go up or down a level, but you cannot stay on the same floor (which is a bit of a pain at times).

FLOOR 4 - DOOR COMBINATION: 10

This floor contains four of the fuel rods, two of which are in separate sections. The first two can be reached by taking the rightmost lift on floor one (or the leftmost lift on floor two), but they are heavily guarded so use those donuts wisely. The third rod is easily reached by taking the central lift, but the final rod is a little tricky to get. You'll need to go up the stairs to the far-right, then go left through the combination-controlled security barrier (see floor two). This can be difficult, but you won't lose lives for trying.

FLOOR 5 - DOOR COMBINATION: 9

This too contains four fuel rods, along with another 'secret' rod... more about that later. The first rod can be found at the top of the stairs to the left and is easily collected. The next rod is just to the right of the previous one, and you'll need to take the central lift to reach it (as well as going left through a security barrier). The next two rods are in the next room to the left, and can be reached by taking the other lift (the rightmost lift on floor one, or the leftmost lift on floor two -remember it?). And the final rod? Bit sneaky really, as you have to lose a life to find it. So, get yourself killed and the final rod will appear magically in the 'limbo' room at the end of the floor. Once you've collected the final four rods, take them to the basement to (wait for it) complete the whole gosh-darn caboodle! Erm... do you think I could have a rest now? I haven't seen the sun in ages. *(Nope - Hutch).*



GO ON, CHEAT!

I'll be the first to admit that the Simpsons is far from easy. In fact, if it weren't for this splendid listing, our complete solution would not have been possible. So if you'd like infinite lives, infinite time, only four goals to acheive per level, plus a mega jump, type in this listing, SAVE it, then RUN it.

```
0 REM SIMPSONS CHEAT BY M PUGH
1 FOR X=258 TO 444:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>19203 THEN PRINT “DATA
ERROR”:END
3 POKE 157,128:SYS 258
10 DATA 032,086,245,169,019,141,227,002
11 DATA 169,001,141,228,002,096,072,077
12 DATA 080,169,076,141,060,009,169,035
13 DATA 141,061,009,238,062,009,076,000
14 DATA 008,169,032,133,001,162,017,189
15 DATA 072,001,157,202,006,202,138,208
16 DATA 246,162,099,189,089,001,157,255
17 DATA 221,202,138,208,246,169,203,141
18 DATA 004,004,169,006,141,005,004,169
19 DATA 032,133,001,032,000,222,108,002
20 DATA 000,169,000,162,173,160,004,096
21 DATA 173,208,024,201,001,240,028,201
22 DATA 133,240,040,201,024,240,052,201
23 DATA 160,240,064,032,213,006,141,118
24 DATA 036,142,027,012,142,032,002,140
25 DATA 058,035,096,032,213,006,141,208
26 DATA 024,142,198,012,142,138,015,140
27 DATA 001,009,096,032,213,006,141,041
28 DATA 036,142,048,012,142,193,033,140
29 DATA 237,034,096,032,213,006,141,209
30 DATA 036,142,047,012,142,045,034,140
31 DATA 089,035,096,032,213,006,141,249
32 DATA 036,142,065,012,142,086,034,140
33 DATA 128,035,096
```

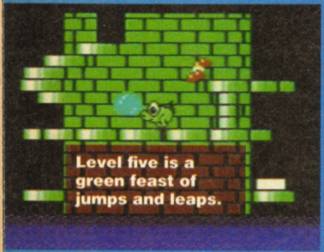
NEBULUS

In the final part of the solution, we tackle levels five through eight with Andy Roberts.

LEVEL 5 - BROKEN PATH

TIME LIMIT: 180

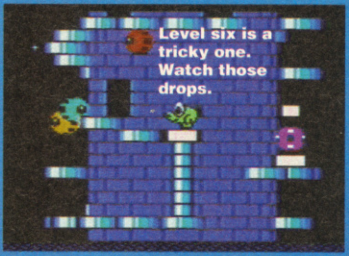
From the start: Get on the lift to your right and go up, then carefully walk underneath the eye - the next platform disappears, so you'll have to jump over it as you walk under the eye. Shoot the block to the right, drop down onto the lift and go up, then walk right up the stairs and through the tunnel. When the eye above you moves right, run right up the stairs, get on the lift and go up. Avoiding the eye above you, jump left across the gaps twice and drop onto the platform above the first lift you encounter. Shoot the two blocks to the left, then drop off to the right, go up the stairs, then get onto the lift and go up. Jump across the gaps as before, but this time drop onto the platform above the second lift - it will disappear, allowing you to go up on the lift. The next bit is difficult, mainly because of the alien which flies across and knocks you down... practice. Anyway, jump left across the gaps, then jump left again over the eye. Shoot the block to the left, jump right back over the eye, then drop right onto the lift below and go up. At the top, jump left onto the platforms above the eyes, then walk left under the eye, drop onto the lift and go up. Now walk left and wait for the alien to appear and knock you down (if it doesn't appear, jump right over the gap, drop down, then jump left back across the gap). When the eye above moves left, quickly run up the stairs and drop off at the end (keep running, as the platforms are slippery). Walk under the eyes, get on the lift, then wait for the eye to move before you go up and through the tunnel. Go right up the stairs, under the eye, and through the fourth tunnel you encounter. Now go right up the stairs and under another eye, then go through the third tunnel you meet. When the eye above you moves overhead, quickly run left up the stairs, get on the lift, then go up. Shoot the two spheres as you move left, walk under the eyes, then all the way round to the left and on the lift. Go up and into the tunnel.


Level five is a green feast of jumps and leaps.

LEVEL 6 - SWIM DELIGHT

TIME LIMIT: 200

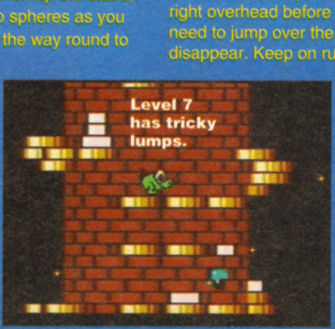
From the start: Walk right, get on the lift, and go up. Walk right, jump over the gap, then wait for the two spheres to move up before dropping off to the right. Go left and shoot the block above the lift, then go right again, get on the lift and go up. Shoot the block to the right, then jump right and get on the lift. Go up, walk right and shoot the block, then go back to the lift and go down again. When the sphere to your right moves up, drop down through the gap, go right to the lift, then go up. Now drop onto the next lift and go up. Walk left to the next lift and go up, then walk right up the stairs and go through the tunnel. Now go left and jump up the stairs. Jump left over the sphere at the top, then go through the tunnel. Get on the lift to the left, go up, then jump right onto the stack of platforms (which will subsequently disappear). Go up on the left-hand lift, then quickly go right, shoot the block, then go back down on the lift. Now go up on the right-hand lift, walk right, go up on the next lift, walk right, then go up on the next lift (did you follow all that?). Now walk left under the three spheres (which is darned tricky, so keep trying), then get on the lift and go up. Now jump right when the sphere moves down... which is even trickier than before. When the sphere above moves left, jump up the stairs and don't stop until you reach the top - now go through the tunnel to complete the level.


Level six is a tricky one. Watch those drops.

LEVEL 7 - NASTY ONE

TIME LIMIT: 220

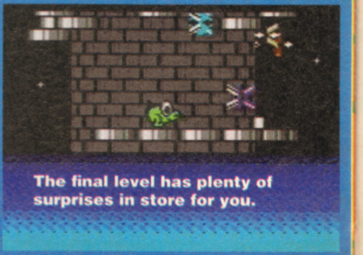
From the start: Avoiding the swirling alien above, go right up the stairs until the platform below you disappears (you should now be standing on a lift). Go up on the lift, then walk right until the platform below you disappears again - you should fall down onto another disappearing platform and land on another lift. Jump up onto the platform to the right, then jump left over the gap onto the lift to your left. Go up on the lift, shoot the block to the right, then go down again. Drop down onto the lift to your left, go up twice, then walk right until the platform below you disappears. Now drop left onto the lower lift and go up. Keeping an eye on the alien above, go right down the stairs, up the next set of stairs, then shoot the two blocks and go up on the lift. Go up on the next lift to your right, then up on the next lift again. Walk underneath the alien onto the third step, then wait for the alien above to move right overhead before making a dash to the right - you'll need to jump over the 'lower' platforms, as they disappear. Keep on running and jumping until you reach a lift. Go up on the lift, then wait for the alien above you to pass overhead before running right (it's possible to rest on the lower platforms without the alien touching you). When you reach a lift go up,walk right underneath the two aliens, then get on the fourth lift (the rightmost one) and go up. Walk right, shooting the spheres if necessary, and continue until the platform below you disappears. When you drop down, go left and the platform below you should disappear again (you'll fall quite a distance). Go right, go up on the lift, then head right to the four lifts. Go up on the third lift, then walk right until (wait for it) the platform below you disappears. Now drop of to the left again, go right and up on the lift, then right again to the lifts. Go up on the first lift, walk left and get on the next lift, then go up and through the tunnel.


Level 7 has tricky lumps.

LEVEL 8 - EDGE OF DOOM

TIME LIMIT: 240

From the start: Walk right a little, then wait for the alien in front of you to bounce off the floor twice before running right to the lift. Go up, then go through the tunnel to your left. Now the tricky bit: you must now jump from the second platform and land on the leftmost platform, which will disappear leaving you stranded on a flashing block. This will take a few attempts to get right - just run left from the door and jump when you reach the left-hand edge of the second platform. Once you've landed on the block, edge right a little to allow the sphere to bounce down, then jump right. Face left and shoot the block, then drop left onto the lift and go up. Go through the tunnel to the left, then go right up the stairs avoiding the alien above the top stair. Now keep jumping right across the platforms until you reach a lift, then go up. Now jump left across the platforms (avoiding the aliens which have just appeared) until you reach another lift. Shoot the block to the left, then go up on the right-hand lift and through the tunnel. Now jump left across the platforms until you reach a tunnel - go through it. Walk right a little and shoot the block, then walk left and jump off the platform onto the lift below. Go up, then jump left across the aliens as before. When you reach the two lifts, go up on the left-hand lift. Jump left onto the platform, then walk left down the stairs and drop onto the stack of platforms... which will disappear under your feet. Now go up on the lift, wait for the alien to pass overhead, then go up again. Walk left and shoot the block, then rush right and drop onto the lift below when safe to do so. Go up on the lift, go right and drop off the edge platform (look out for the alien below), then shoot the block above the lift and go up. Walk left up the stairs, underneath the aliens, then go through the tunnel. Shoot the block to the right, walk left up the stairs, then drop off onto the platform below.Jump left and shoot the flashing block, then jump back and go through the tunnel. Jump right onto the lift, go up, then go through the third tunnel (third from the right, that is) to complete the level and the game.


The final level has plenty of surprises in store for you.

Now we've shown you how to complete this monstrously great game, why not try it the hard way?

LISTOMANIA POKERAMA

Wanna cheat your way through an impressive list of games? You don't? You're on the wrong page mate, this is Intermediate Cheating with Mr Roberts...

MAYHEM IN MONSTERLAND DEMO

A fine game and no mistake, but the abridged version of Spottyland is still a mite tricky, so try this listing for infinite lives, time, and continues.

```
0 REM MAYHEM DEMO CHEAT BY WAZ
1 FOR X=516 TO 561:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4512 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 545,1
4 INPUT "INFINITE TIME Y/N";B$:IF B$="N"
THEN POKE 550,1
5 INPUT "INFINITE CONTINUES Y/N";C$:IF
C$="N" THEN POKE 555,206
6 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,000,141,201
14 DATA 180,169,000,141,014,065,169,173
15 DATA 141,114,071,076,013,008
```

NEBULUS

As a perfect companion to our superlative solution, here's a listing POKEfor infinite lives and time. Now get to the top of those towers pronto!

```
0 REM NEBULUS CHEAT BY WAZ
1 FOR X=516 TO 556:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4057 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 545,214
4 INPUT "INFINITE TIME Y/N";B$:IF B$="N"
THEN POKE 550,1
5 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,181,141,078
14 DATA 064,169,000,141,220,116,076,027
15 DATA 008
```

GAME OVER

If last month's guide to level one wasn't enough to satisfy your ravenous hunger for success, type in the following listing then RUN it for infinite lives, ammunition, and power. Game over? Game complete, more like.

```
0 REM GAME OVER CHEAT BY WAZ
1 FOR X=516 TO 564:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5184 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 545,198
4 INPUT "INFINITE AMMO Y/N";B$:IF B$="N"
THEN POKE 550,198
5 INPUT "INFINITE POWER Y/N";C$
6 IF C$="N" THEN FOR X=554 TO 561:POKE
X,234:NEXT
7 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,165,141,026
14 DATA 067,169,165,141,086,029,169,234
15 DATA 141,216,065,141,217,065,076,027
16 DATA 008
```

LUNA LANDER

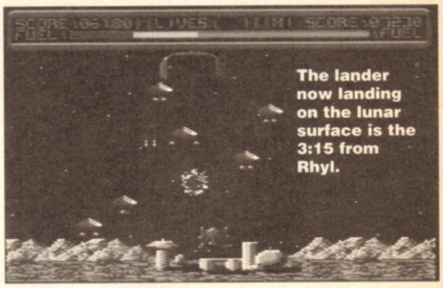
Let's face it, landing a spaceship is tricky enough at the best of times without the added hassle from weird aliens - which is why this POKE for infinite lives and fuel is a Godsend.

```
0 REM LUNA LANDER CHEAT BY WAZ
1 FOR X=516 TO 556:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3908 THEN PRINT "DATA ERROR":END
3 INPUT "INFINITE LIVES Y/N";A$:IF A$="N"
THEN POKE 545,206
4 INPUT "INFINITE FUEL Y/N";B$:IF B$="N"
THEN POKE 550,1
5 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,173,141,116
14 DATA 067,169,000,141,091,063,076,027
15 DATA 008
```

GROD THE PIXIE

A pixie's life is not a happy one (as the saying goes), so why not give Grod a helping hand with this handy cheat for infinite lives.

```
0 REM GROD CHEAT BY WAZ
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3584 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,087,065,090,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,142,141,035
8 DATA 062,141,051,065,076,027,008
```

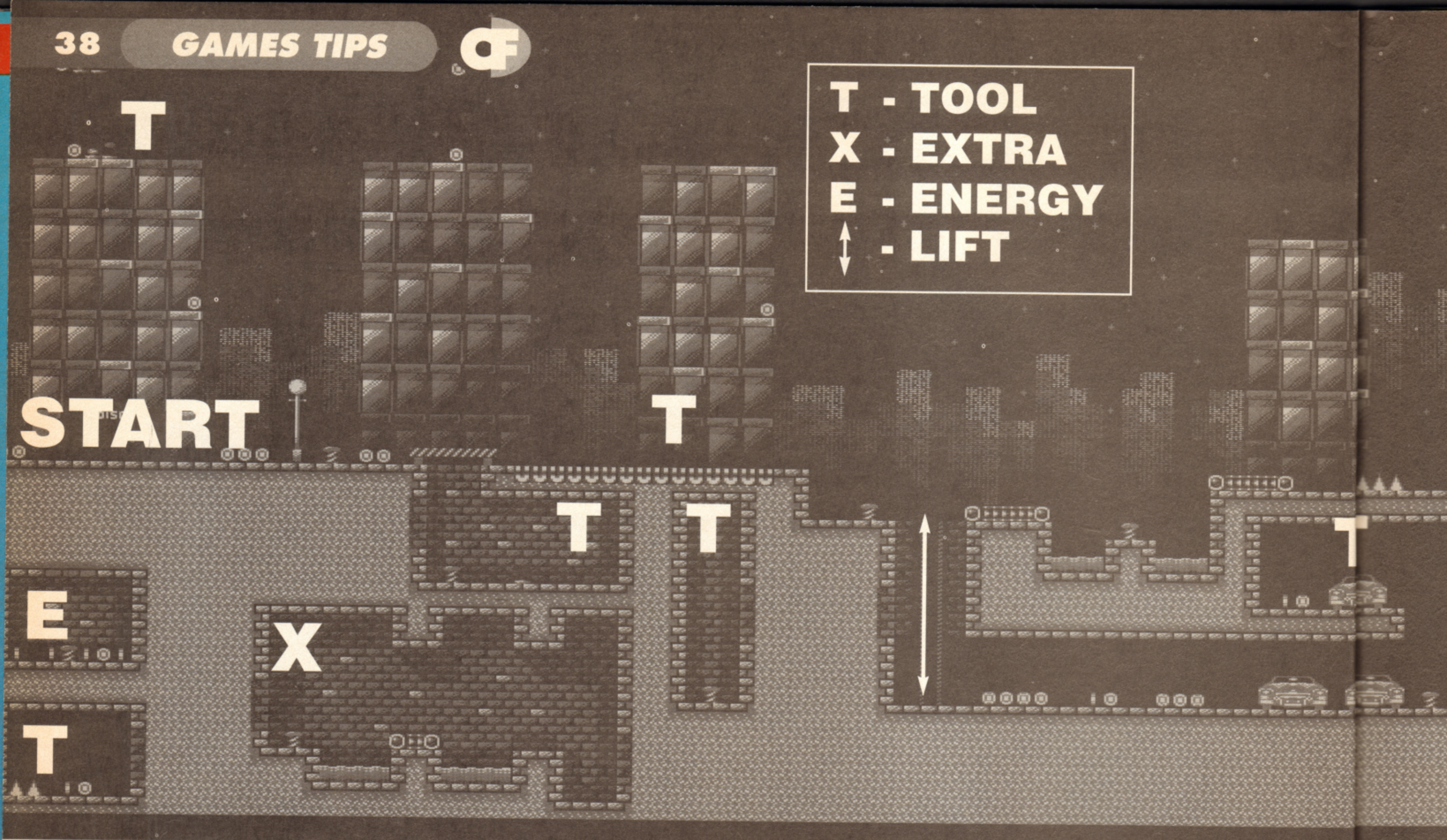


The lander now landing on the lunar surface is the 3:15 from Rhyl.

I ALIEN

Apart from Simon's bizarre scenario, you can also add life and sparkle to the game with the help of this listing for infintie lives, energy,fire-power, and bombs. Judging by the American arms build-up in Somalia, Pres. Clinton must have a very similiar listing in the White House.

```
0 REM I ALIEN CHEAT BY WAZ
1 FOR X=516 TO 563:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4616 THEN PRINT "DATA ERROR":END
3 FOR X=1 TO 4:READ W$,W1,W2:PRINT
"INFINITE ";W$;:INPUT A$
4 IF A$="N" THEN FOR WB=W1 TO W2:POKE
WB,234:NEXT
5 POKE 157,128:SYS 516
10 DATA 032,086,245,169,019,141,207,003
11 DATA 206,208,003,096,087,065,090,169
12 DATA 032,141,013,010,169,002,141,014
13 DATA 010,076,230,003,169,173,141,161
14 DATA 025,141,134,020,141,158,023,141
15 DATA 204,023,141,019,024,076,027,008
16 DATA LIVES,558,560,ENERGY,552,557
17 DATA FIREPOWER, 549,551,
BOMBS,546,548
```



SUBURBAN

PART THREE

He's faster than a speeding bullet. He can leap tall buildings with a single bound. But he wasn't in, so we called on Andy Roberts instead. After all, nobody knows level three better than him...

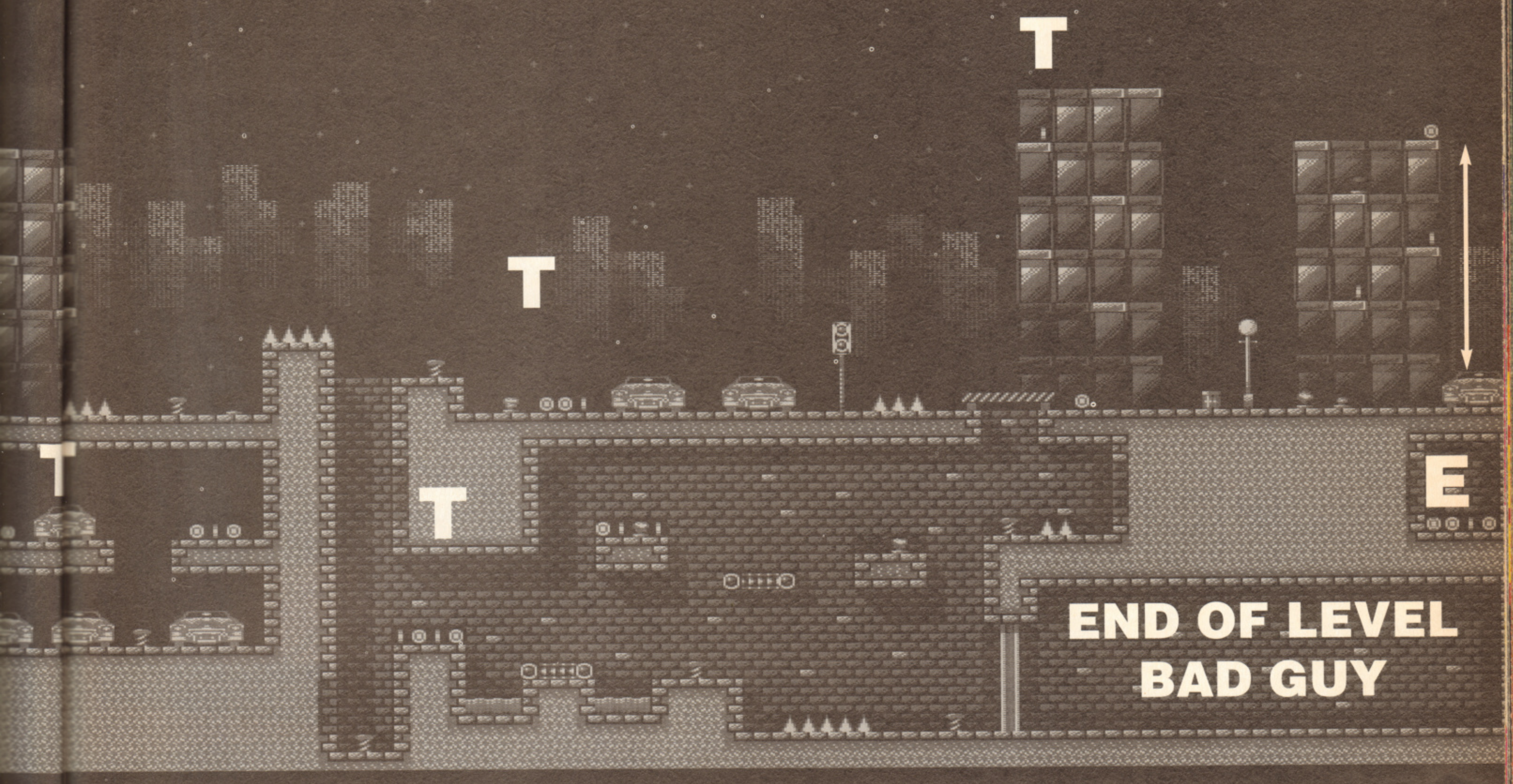
LEVEL 3 - CRASH LANDED ON EARTH

From the start: punch the bloke, then use the platforms to jump up to the top of the building and collect the first tool. Drop down to the ground (avoiding the bird), walk right, then drop down the hole. Punch the bloke,then collect then next tool to your right. There is a secret tunnel to the left, which leads to an extra energy bonus - grab it if you wish. Use the springboard to bounce left out of the hole, then jump on the springboard and hold right to land on a platform on the building in front of you. Jump up and right until you're standing on the upper-right-most platform - now carefully jump right to the next building.

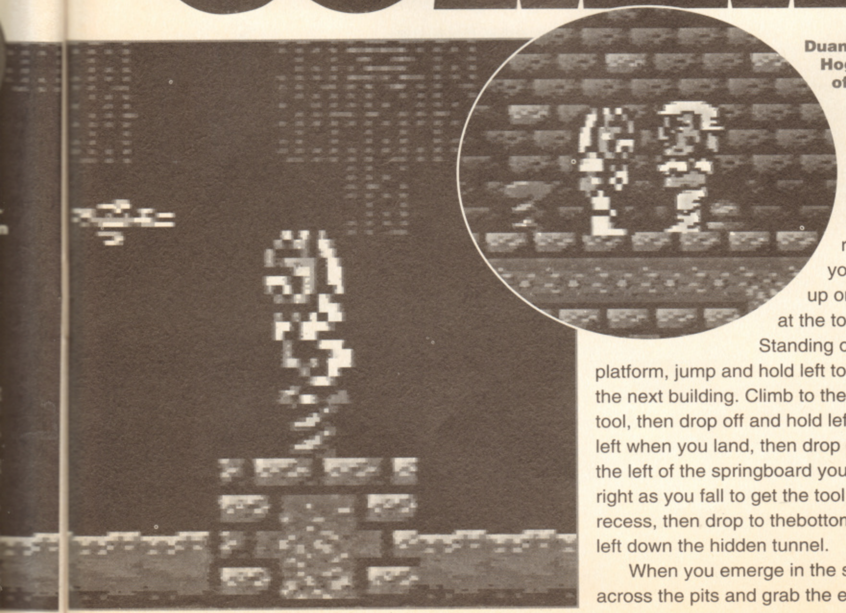
Staying at the left-hand side, drop down and grab the tool as you fall to the ground.Now walk right until you reach a lift shaft. Drop down, holding left as you fall. You will land in a secret tunnel, so go left and use the springboard to grab the tool and get back out of the tunnel. Punch the bloke to your right, continue right, then punch the next thug and use the springboard to bounce up. Grab the tool to your left, then go back the way you came to the lift (punching any thugs that have re-appeared) and go up.

Once you're at the top of the lift shaft, carefully go right (avoiding the bird) and use the springboard to bounce right, then continue right, punch the bloke, then use the next springboard to jump right over the spikes. With any luck, you will land on yet

This level's very neo-gothic, sortof Batman meets Laura Ashley.



COMMANDO



Duane Eddy meets Hulk Hogan down the street of bizarre occurences.

another springboard. Jump on it and hold right to grab the tool suspended in the air. Now go to the far right, killing any thugs you encounter, then go up on the lift and jump off at the top.

Standing on the top-left platform, jump and hold left to land on a platform on the next building. Climb to the top and collect the tool, then drop off and hold left as you fall. Continue left when you land, then drop down the hole just to the left of the springboard you used earlier. Hold right as you fall to get the tool from the hidden recess, then drop to thebottom of the hole and walk left down the hidden tunnel.

When you emerge in the secret room, jump across the pits and grab the extra life, then go into the secret room to the left and get the final tool. Make your way back through the rooms and along the tunnel, then use the springboard to bounce up and right. Make your way carefully across the pits to the barrier which should open when you walk into it. Incidentally, if you bounce up on the springboard in front of the barrier,there is a tunnel leading to a secret room to the right - go down there for some extra energy.

Anyway, once you're through the barrier you face the end-of-level bad guy, the evil General Suitor. He can be defeated using the same tactics as the previous baddy; if he's a bit elusive, run right and he'll pin himself between you and the wall - punch him repeatedly to dispose of him.

NEXT MUNF

Join us for the fourth and final part of our thrilling solution. Either that or finish the game for yourself. You choose.

CASTLE MASTER

We gave you the first half last issue, and this month we've got the second half and a gaggle of tips and cheats. What is it? Why, it's part two of our complete Castle Master solution...

THROUGH THE KEYHOLE

Here's a handy resume of the keys, what they are for, and where to find them. David, it's over to you...

KEY #1 - STAIRWELL - In the lobby
KEY #2 - TREASURE CHEST - In cavern five
KEY #3 - WIZARD'S HUT - Top of the well
KEY #4 - GUARD ROOM - In cavern two
KEY #5 - STABLES - In the Wizard's hut
KEY #6 - KING'S SOLAR - In cavern one
KEY #7 - SPIRIT'S ABODE - In cavern four
KEY #8 - HIGH LEDGE - In the stables
KEY #9 - JUNK ROOM - The chapel roof
KEY #10 - DRAGON'S LAIR - In cavern three

Go up the cellar steps, up the first set of stairs, then follow the ledge around to the second doorway. Select crawl, shoot the rat to the left ofthe table, take the far door into the stores, then use the strength potion on the table (it can be used a maximum of 64 times).

Take the left door into the passage, go straight ahead and through the door into the great hall, then walk around the balcony (you'll have to crawl under the block) to the next passage. Go through the door ahead to the ballroom, shoot the spirit to your left, then unlock the door opposite and go through it.

London Transport unveil their new escalotors.

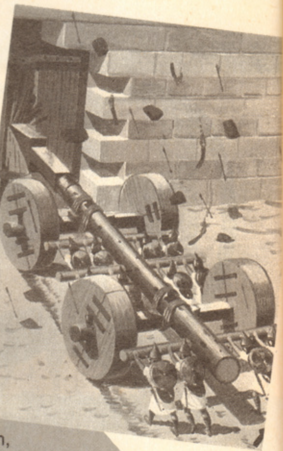
Take the door ahead into the guard room, then action on the potion of 'rock travel' on the table - you can now throw a rock at a door to go through it (which is most handy). Unlock the door to your left, go thorugh it to the spirit's abode, then shoot the three spirits. Go back the way you came, via the guard room, passage, ballroom, passage, great hall, passage, stores, carpenters, and finally back to the stairwell. Go through the door on the next level up into a passage, then through the door ahead into into the barracks. Shoot the spirit to your right, take the door opposite into the passage, then ahead into the ballroom. Go around the balcony - a door will appear as you get near to the end, so go through it into the corridor. Unlock the first door and enter the King's solar, select crawl, then shoot the rat and leave. Unlock the other door and enter the junk room, shoot the spirit, then go through the door behind the block in the right-hand corner. Got that? Right.

Take the door ahead into magister, shoot the spirit, then turn right and use your action on the button on the wall.Go back to the stairwell via the passage, junk room, corridor, passage, ballroom, passage, barracks, and another passage. Look down and crawl across the narrow part of the ledge (be VERY careful here). Unlock the door, go through to the dragon's lair, then shoot the head repeatedly (between the eyes) to destroy it.

Go through the barrier into magister, use your action on the button to your left to remove the barrier, then use your action on the keyhole in the door to open it... then simply walk through the door to complete the game.

If you're a girly wuss and have decided to play the princess, you won't be able to finish the game using this solution - there are a couple of subtle differences. Firstly, there is a block in the hot baths which falls over to provide a step (use your action on it). Secondly, the block on the balcony in the main hall cannot be crawled under. Instead, go through the already open door in the barracks, follow the path around on the high ledge in the ballroom, shoot the spirit, then collect the cheese and dropdown. When you go back around into the main hall, drop down again, then collect some food from the kitchen/larder to keep your strength up. Because as your mum would tell you, there's nothing like a sarnie! CF

The new years sales start early.



STILL STUCK?

If the complete solution and a lorry-load of tips isn't enough to keep you sane, try this listing for infinite strength. It works fine on the Virtual Worlds version, but might not work on the original or re-release. Try it.

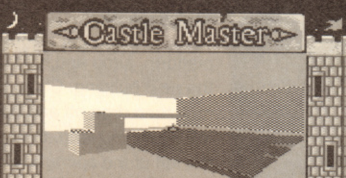
```
0 REM CASTLE MASTER CHEAT BY M PUGH
1 FOR X=533 TO 565:READ Y:C=C+Y:POKE X,Y:NEXT
2 IF C<>3338 THEN PRINT “DATA ERROR”:END
3 POKE 157,128:SYS 533
4 DATA 169,034,141,040,003,169,002,141
5 DATA 041,003,032,086,245,169,011,141
6 DATA 206,001,096,072,077,080,169,173
7 DATA 141,109,120,141,081,132,076,235
8 DATA 002
```

Castle Master

"I move with the times. I demand performance...

Castle Master

"That's why when I'm getting ready in the morning...



"I use Dr Mooton's hydro-renewal gel with active liposones...

Castle Master

"It sets me up for the day and has me shouting from the ramparts."

1P
KEN
F7 TO SEE INFO
CHUN LI
2P

In ancient Japan they used to have warriors jsut like the chaps and chapette you find in Street Fighter 2...

00000040
STREET FIGHTER II
COMPUTER
PLAYER 1
BLANKA
TIME
61
PLAYER 2
RYU

They'd battle each other to the death in tournaments not unlike the Krypton Factor...

00000000
STREET FIGHTER II
00000060
KO
PLAYER 1
ZANGIEF
TIME
56
PLAYER 2
DHALSIM

Then when one person ruled supreme, they'd award them a delightful carriage clock...

REET FIGHTER II
00028140
KO
TIME
35
PLAYER 2
GUILE

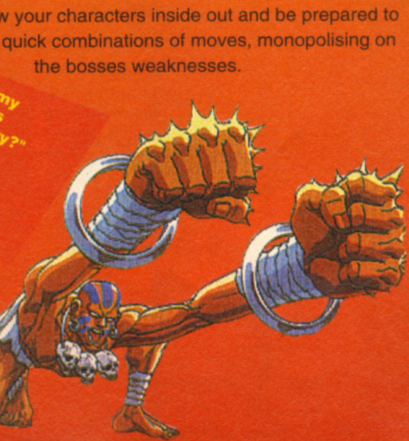
And a rather fetching cardigan with the Top Man emblem on it.

STREET FIGHTER II

Hutch finishes his four part guide to this smashing beat-'em-up with a look at the three last rather hard bosses...

You've battled Ken, you've tussled with Ryu, you've gone a few rounds with Chunners and you've been squashed by Honda's wibbly wobbly belly, but until you've gone up against the three last bosses in *Street Fighter 2*, you just haven't had a battle.

You see Balrog, Sagat and Vega combine many of the skills of the other players, meaning that you'll require much more than luck to beat them. To get the better of these hard bosses you've got to know your characters inside out and be prepared to use quick combinations of moves, monopolising on the bosses weaknesses.



"Like my Ratners jewelery?"

BLUE STRIDES

Balrog's a funny old chap. In his cycling trousers and with that Enter the Dragon style claw on his hand, he looks decidedly odd. The good news is that you can knock the claw off his hand, which leaves him extremely vulnerable to attack, although you're still likely to be dazzled by the trousers. Balrog's quicker than Chun Li and can take twice as much punishment. What with his ability to jump off the walls he takes a fair bit of getting used to, but as with most of the characters in *SF2*, his strengths actually turn out to be his weaknesses.

Just about the only trick to beating Balrog is comprehensive use of the sweep kick. Every time he goes for the scenery and tries a Swan Dive on you, simply pull a sweep as he comes in to land. Keep on doing this and you'll slowly eat away his energy. If you've got missiles then use them, as these can keep him at bay until he goes for his chain clinging. Don't get lured out into an aerial fight though as you'll lose every time.

"Let me get my claws into you."

RATHER TALL CHAP

Sagat is a jolly tall chap, seven feet in fact and he uses that height advantage at each and every opportunity. Sagat is the Thai kickboxer who was defeated by Ryu in the original Street Fighter. He's out for revenge and has been working out hard in the gym to get there. To that end, avoid his fierce Tiger Uppercut and his knee kick.

Sagat's primary weakness is that after he's unleashed his Tiger Uppercut, it takes him a second to recover. You can use this window of opportunity to get in there are do him some damage. Unfortunately, Sagat comes equipped with fireballs like Dhalsim's which can be tricky to deal with. He usually does two or three in a row which you should jump, out of range of his punch. Once you've got in close, stick to low sweep kicks; if you go for throws he'll put your jaw somewhere around the other side of your face.

Lovely red underpants, aren't they?

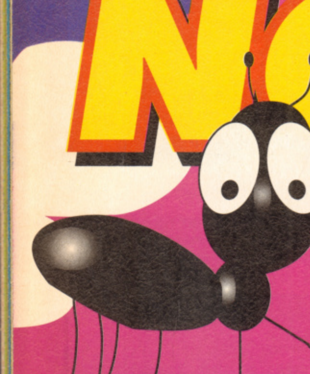
"Eat corn plaster!"

RATHER TOUGH CHAP

And then of course, there's Vega. The very last of the bosses is a tough cookie to crack; you'll need loads of practise to score a couple of points. You see, dead old Vega's got the ability to harness the Earth's energy with his body and pack it into his punches. All of which means that when he catches you on the chin with one of his hits, you'll lose about two thirds of your energy in one fell swoop.

So how do you beat him? Play the game a lot. Then play it some more. Then when you're really fed up with it, play it again. Work on your combos, particularly those with flying kicks in them because if you do manage to get close to him, you'll want to drain as much of his energy as you can. If he pulls a torpedo on you, just punch him and he'll stop dead. Finally, don't get in close, because his flaming punch is one hell of a hit.

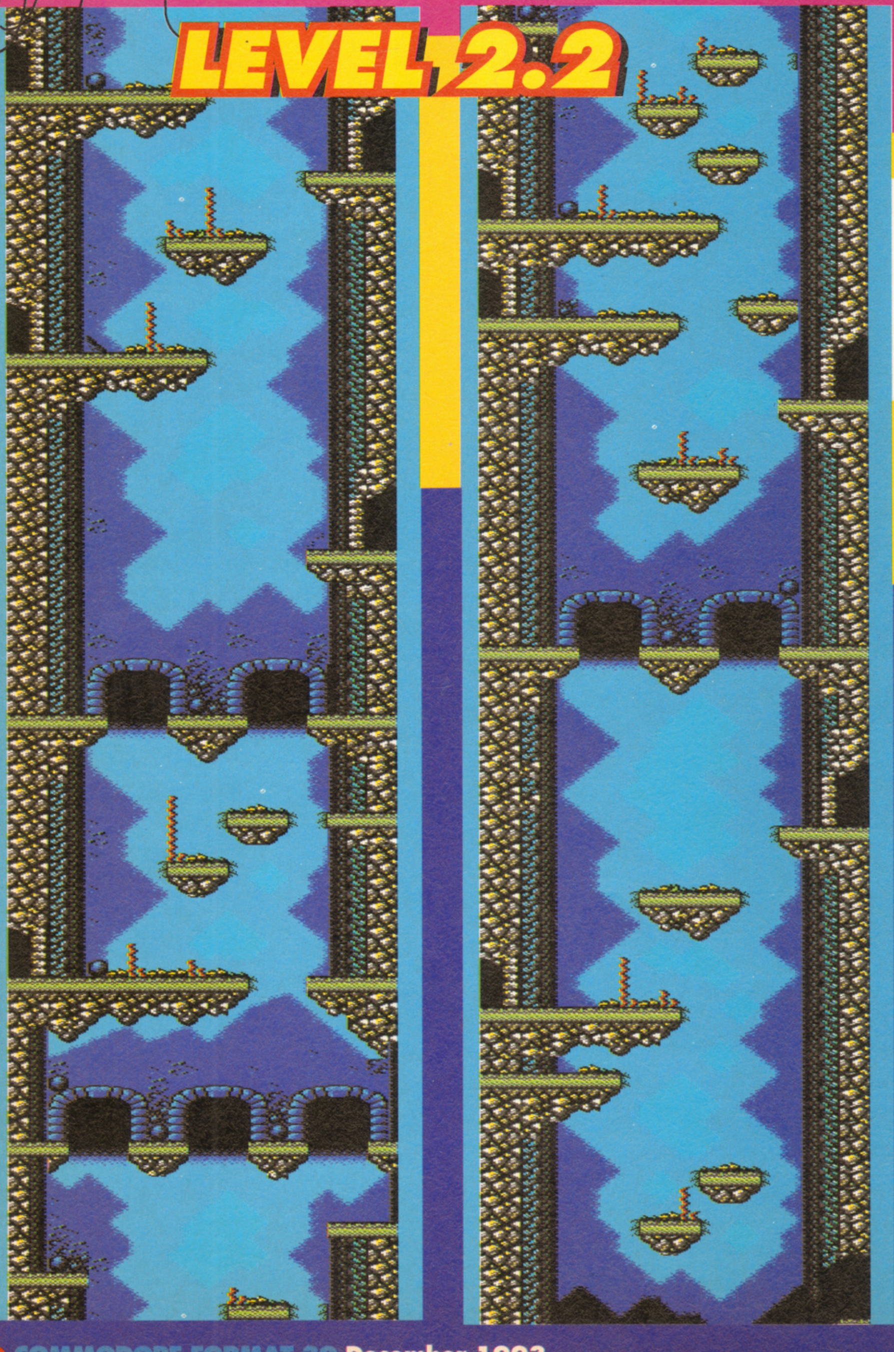
NOBBY THE



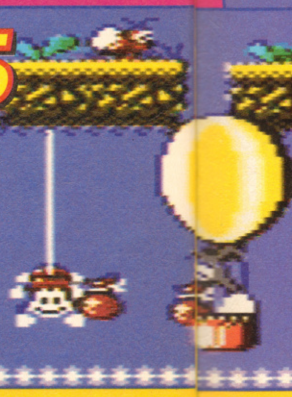
PART 2

He's still an aardvark, and he's still blue, and this month he continues his epic journey to Antopia in a hot-air balloon. Andy Roberts shows you how it's done.

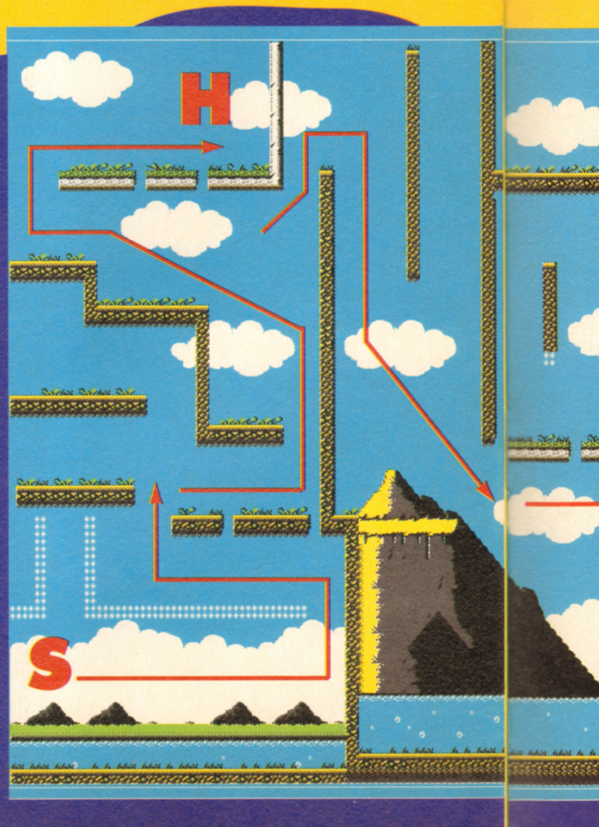
LEVEL 2.2



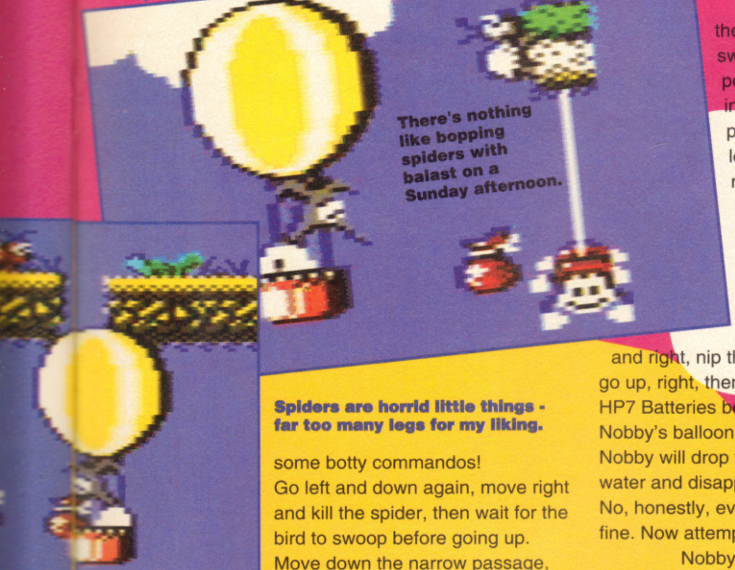
LEVEL 2.1 - SKYWORLD 1951 AD



From the start:
Fly right to the wall, move up as far as possible, then move left and kill the spider. Avoiding the beetles (and their bullets), move left, go up a little, then go right again. Keeping a look out for the spider above, move up and left - you'll have to move as the bird swoops towards you. Continue up and left, shoot the cannon on the ledge, then go up into the top room. Go right, shoot the cannon, then collect the homing missiles... now it's time to kick



AARDVARK


There's nothing like bopping spiders with balast on a Sunday afternoon.

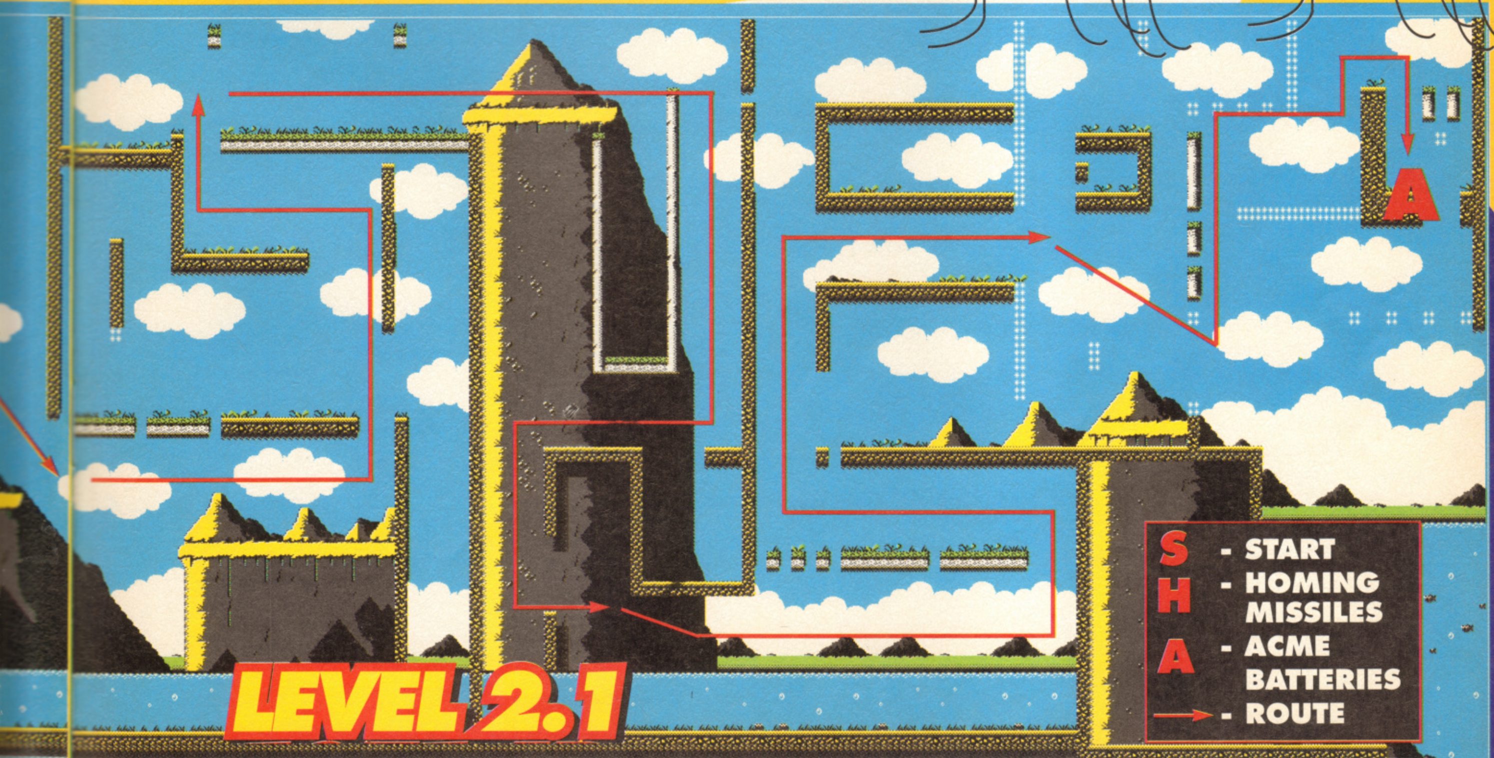
Spiders are horrid little things - far too many legs for my liking.

some botty commandos!

Go left and down again, move right and kill the spider, then wait for the bird to swoop before going up. Move down the narrow passage, shoot the beetles crawling around, then move down (keeping as far to the right as possible to avoid the cannon below). Keep moving right, shoot the cannon and the beetle, then move up and left a little (watch out for the spike). Keep moving up, go left at the 'junction', then up again when the bird has swooped. Move right as far as possible, killing everything that gets in your way, then go down the passage. When you reach the small ledge, go left and then down, then make your way right across the bottom of the level, avoidingthe lethal spikes. When you reach the far-right, move up and head left. Move carefully past the spike, then go up and head right through the middle passage. Go down and right, nip through the gap, then immediately go up, right, then up again. Now grab the Acme HP7 Batteries below and a bird will fly on and burst Nobby's balloon. Don't worry, everything is fine. Nobby will drop from the sky into the water and disappear below the surface. No, honestly, everything is absolutely fine. Now attempt the next section.

LEVEL 2.2 - UNDERWATER SECTION

Nobby's task now is to reach his submarine at the bottom of a very long tunnel. Time is of the essence, as oxygen is in very short supply, so use the map to plan your descent. Note that swimming around platforms is time-consuming, so think ahead and swim in straight lines (or as straight as possible). On the way down you will encounter dark caves - look out for the eyes of the octopus, as he will leap out and kill Nobby if you swim past his cave. The only alternative, therefore, is to swim past the other cave instead. The other obstacles for Nobby are the bubbles, especially the big ones, which will halt his progress momentarily. When (and if) you reach the bottom, swim to the submarine and Nobby will jet off to level three - stay tuned for the third part of our thrilling saga,coming really soon.



NIGHTSHIFT

Confusing, frustrating, mind-bending, perplexing, and downright tough. Who would have thought that making a few dumb dolls could be so difficult? Fret no more, Andy Roberts has some sound advice for budding Nighshifters...

IN THE BEGINNING

No doubt you'll be totally confused when you first start to play, which is not surprising. The first thing to do is read the EMPLOYEE HANDBOOK - use it in conjunction with our handy grab to locate the various machine parts and familiarise yourself with them. The next step is to play the first level in conjunction with instruction manual, practicing the basics (kicking in plugs, using tools, etc), as well as mastering the sometimes fiddly control mode. Learning which platforms you can and cannot stand onis also helpful.

STARTING OFF

When you start a level, there is a distinct series of checks to be made before you start manufacturing the toys. Although more and more parts ofthe Beast are revealed as you progress, the basic list remains much the same (having said that, the earlier levels require far fewer checks).

- Firstly, check the furnace next to the power cycle - if it isn't lit, ride the bicycle to build up some power, then stand in front of the furnace and use a match to light it (it isn't possible to light the furnace without power!).
- Next, ride the bicycle for a minute or so, until the two bulbs begin to strobe rapidly. You now have a couple of minutes to make the rest of the checks before returning to the bicycle again.
- If you're playing shift 5 or above, check the quality controller next. If you forget to switch it on, it will reject every doll made, even if they're not defective. Use the right-hand warning light under the office window to check if it is on or off.
- Now make your way up to the set of three paint tubes, checking all the conveyor belts to make sure they travel in the right direction (check out the arrows shown on our grab). From shift 7 onwards, you'll need to turn on the paint showers and drying fans before moving upwards. The controls above the paint tubes appear from shift 3 onwards.
- From shift 8 onwards, the frequency settings for the head and body sections will need to be adjusted too - jump on the springs to move the bars up (which increases the frequency).
- Still checking the conveyor belts, continue right up to the top of the Beast and check the steaming bolt on the resin mixer - use the spanner to stop it steaming.
- Now go to the top-left platform and kick in the plug on the resin maker,then use a match on the bunsen burner (if there is no flame). It is necessary, on some levels anyway, to 'fine tune' the heat on the bunsen burner. Basically, there are four settings: start on the first, switch to the second a moment later, then switch to the third. It can take a while, so keep practising.
- Finally, when the Beast churns into life, use the umbrella to fly back down to the bicycle, then pedal away to your hearts content. If things start to go wrong, you can always use the balloon to get to any trouble-spot quickly.

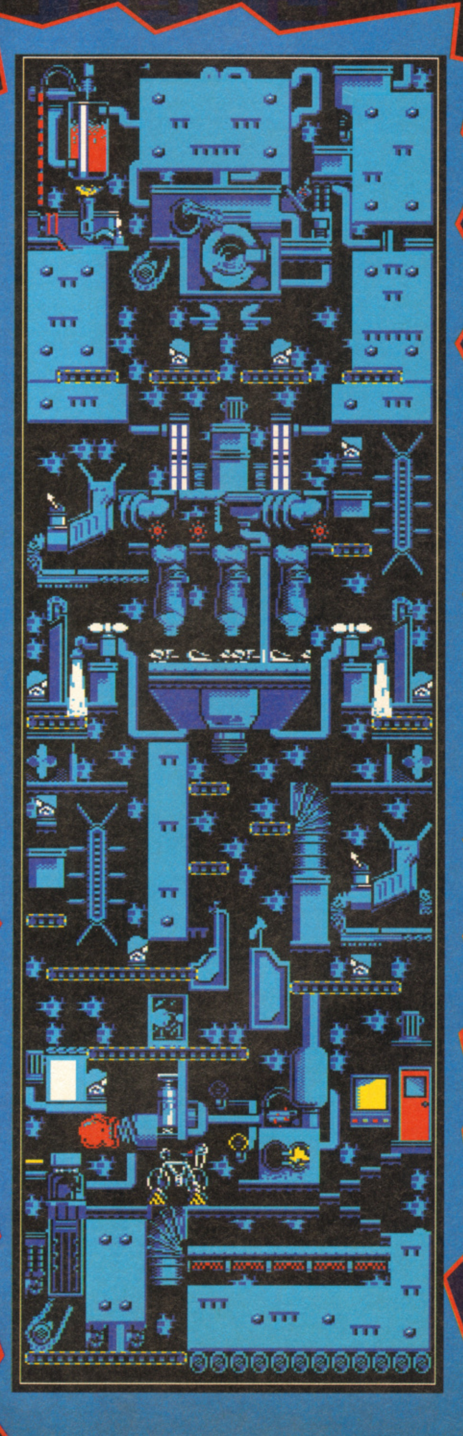
LATER DUDES

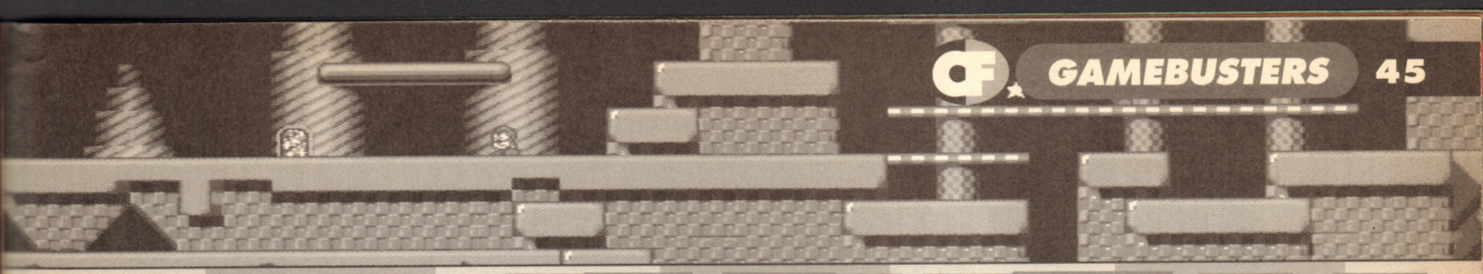
Later levels require you to mix and change the paint, alter the frequency settings, as well as controlling the head and body moulding units. As if that wasn't enough to cope with, lemmings pop up and cause mayhem, along with a rather nasty foreman. The key to long-term survival is to work your way up through the levels, rather than jumping to a higher level straightaway. Well, let's face it, if you can't complete level two, you have no chance on level ten. Get the picture?

FRUIT COCKTAIL, ANYONE?

If you'd like to try your hand at some of the later levels, give some of these codes a whirl. And for the hard of thinking, B is for banana, C is for cherry, L is for lemon, P is for pineapple, and M is for plum.

Level 1 - BBBB
Level 2 - CBBL
Level 3 - BCPM
Level 4 - PLPP
Level 5 - PPLC
Level 6 - CMMP
Level 7 - CPLB
Level 8 - PBPC
Level 9 - PLLC
Level 10 - LBMM
Level 11 - BPCM
Level 12 - CMBM
Level 13 - MCBP
Level 14 - PCMB
Level 15 - MMPP
Level 16 - BBPB
Level 17 - BMCM
Level 18 - MLLM
Level 19 - LPCM
Level 20 - CPPC
Level 21 - LCPP
Level 22 - MLCB
Level 23 - MCCL
Level 24 - MPLL
Level 25 - BPPL
Level 26 - MCCB
Level 27 - BCLB
Level 28 - MBBP
Level 29 - CMCP
Level 30 - CCBM





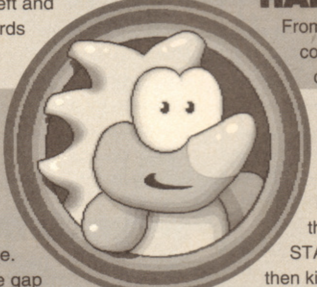
MAYHEM

A much smaller and simpler demo of Mayhem graced the cover of CF38, so here's a small and simple chap to guide you through it. Take it away, Andy...

Okay, so you've probably played the demo of Spottyland, and by now you should be comfortable with the control mode (and fairly proficient too). Although the Jellyland demo is drastically smaller than the Spottyland demo, it still holds a few nasty surprises (and on the flip-side, it also boasts oodles of bonuses). So, let's take an in-depth look at probably the wobbliest level in the game.

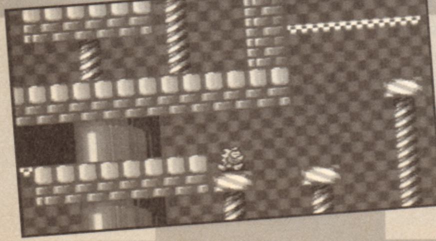
SAD VERSION

From the start: Run left, activating the restart door, then use the platforms to get past the moles quickly and safely. Kill the second saddo that you encounter (not the chap on the platform above), then carefully move left and wait for a bullet to zoom towards you. Now jump up, then quickly rush left and kill the evil star-spitter... collect *DUST BAG #1.* Continue left, across the top of the screen. Jump over (or kill) the next sad alien you meet, then go left and activate the restart door - if you're a novice.



Go left, then leap over the gap and kill the saddo to collect *DUST BAG #2.* Now make your way back to where you started the demo, taking care to avoid the star-spitter. Activate the restart door as before (if necessary), then continue right until you reach a sad alien on a slope - kill him to reveal *DUST BAG #3.*Continue right across the top of the screen, then drop down avoiding the star-spitter tucked inside the cave. Go right past the mole until you reach another restart door (which you should promptly activate).

Jump up and right across the platforms, kill the first sad alien you meet, then wait here until the star bullet comes on from the right of the screen. Jump right quickly, kill the spitter and grab *DUST BAG #4.* Continue right to the 'V' platform arrangement, jump up and kill the spitter in the centre for *DUST BAG #5* - now head back the way you came to the spitter inside the cave. Wait on the slope until he fires a bullet, then carefully jump on his head and get *DUST BAG #6.* Now make your way down into the lower caves and head left, kill the sad alien to collect *DUST BAG #7* (the final bag) then drop down into Theo's cave.

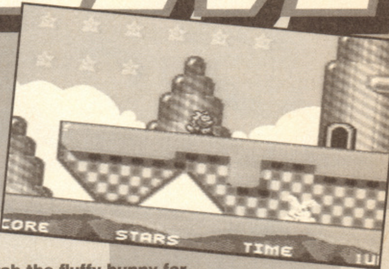


Just love those colour clashes, they're so seventies. *(You mean yucky and garish - Hutch).*

HAPPY VERSION

From the start: Jump on the first dino and collect the SCORE MULTIPLIER, then drop down through the platform and edge right a little to collect a hidden EXTRA LIFE. Staying on the lower level, go left from the entrance to Theo's cave and kill the dark-red dino for another EXTRA LIFE. Make your way back to the right, leave the cave, then kill the spitter for a TEN STAR bonus. Head left, up the first slope, then kill the dino at the bottom of the next slope to collect the essential CHARGE ICON... now the fun really starts.

Charge to the left, through the restart door, then collect all the stars above the two moles. Continue left, grabbing any stars you find, until you see the dino on the platform above. Jump up onto the left-hand edge, then charge at him when he's at the right-hand edge - he will leave a handy SCORE MULTIPLIER behind. The blue dino to your left guards the entrance to the cave below. Kill him, drop down, then carefully go right until you collect another EXTRA LIFE.



Grab the fluffy bunny for an extra half life to explore Monsterland .

Make your way back, kill the spitter to get a TEN STAR bonus, then drop down through the platform below and to the right of him - here lies yet another SCORE MULTIPLIER. Continue left, over the top of the screen, then jump on the strider (you can drop through the platform and collect the HALF LIFE if you wish). Drop down and go left for the SCORE MULTIPLIER, then jump back up, collect all the stars above you, then kill the dino at the far left. Grab the TEN STAR bonus he leaves behind, then drop through the platform and collect the extra life to the left. Eat a bowl of *Rice Crispies* in 15 seconds.

Now go all the way back to the spitter inside the cave... which is easier done than said, as you can charge all the way. Go right and collect the stars above the swooping bird, then head right. Activate the restart door, kill the strider to your right, then jump up and grab the TEN STAR bonus. As before, jump right when the bullet comes on from the right-hand side of the screen (the spitter leaves a HALF LIFE icon behind), then keep charging and jump to the top of the screen to kill the bird at the left of the 'V' platforms. Kill the spitter in the middle, collect all the stars, then charge right (across the top of the screen) to kill the right-hand bird.

With any luck, you'll land on the next spitter, so grab the EXTRA life he leaves behind. Continue right, collecting any stars you see, until you reach the final restart door - activate it. Kill the first dino to your right for a score multiplier, then head right and collect the EXTRA TIME icon. Drop down to the lower level, kill the two moles, then charge right and jump the gap for the EXTRA LIFE. Charge back carefully, then skid across the finish-line to complete the demo.

So what about those score multipliers? Well, if you managed to collect every star you receive a 'Super Star Bonus' consisting of an extra life and a cool one million points... which will be multiplied by however many multipliers you have in your possession. Bear that in mind for the finished game, which you can order by sending a *(Snip! - Ed).*

CHEATLAND

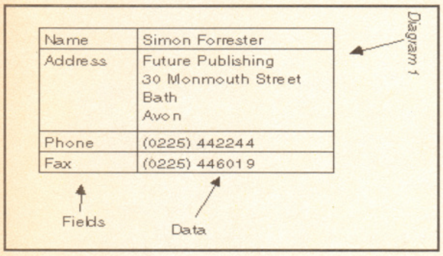
Admit it: you're a gutless yellow-belly, with all the courage of a cowardly wimp-type person. But if you happen to be a gutless yellow-belly with an Action Replay cartridge, you might like to try these POKEs...*POKE 48661,0* - Infinite lives *POKE 14333,0* - Infinite time *POKE 15981,173* - Infinite continues.

OFFICE IN MY POCKET

This month, Simon Forrester looses his favourite pair of socks, his Pink Panter underpants and his woggle and so decides to set up a catalogue of his underwear draw. Join him as he looks at the wonderful world of the database. Heavens above...

Well I wouldn't exactly say that, to be honest. In fact, if I was being deadly straight with you from the very start, I'd probably say something like "you don't want to know about this", but the odds are that you do. Maybe you don't quite realise what a database is, or how it could help you (and believe me, it really could help). So I'll get on with a gentle intro into the world of organized data storage. *(Sounds thrilling – Hutch).*

Let's start with data storage on paper, and an address book. Now address books usually look something like this:



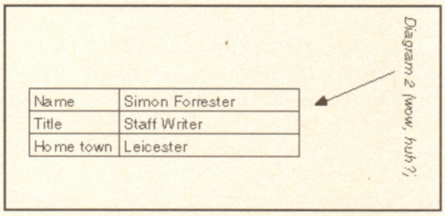
Name	Simon Forrester
Address	Future Publishing 30 Monmouth Street Bath Avon
Phone	(0225) 442244
Fax	(0225) 446019

If you think it looks simple, that's because it is. We've all come across address books at some point in our lives. What is a little more complex is the computer version. Let's take another look at our diagram.

As you can see, the box containing the address is separated into two halves – the fields (being the categories into which the data fits) and the data itself (data is just another word for information).

The fields themselves are divided by lines, just to clarify which is which. How would we go about getting that onto computer, though? Well, for a start, that five line field will just have to go. Instead, it'll be divided into five fields, all called 'address'. If you really wanted, you could call the first one 'address', and leave the other four lines blank (it looks slightly better in presentation).

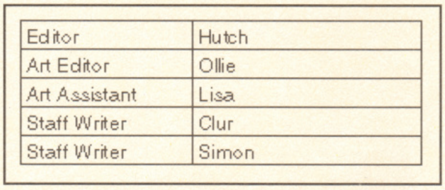
However you need to segregate it, the box as a whole is what's called a 'record', and it's these records that build up a base of data – a database. So let's take it for granted that you've entered in more than one address, forming a worthwhile database. What next? Well, let's create another one, only with two fields instead of four:



Name	Simon Forrester
Title	Staff Writer
Home town	Leicester

Diagram 2 (wow, huh?)

This one is a lot more simple, listing name, job title, and town of origin. Next, we'll want to single out just two features, creating a list:



Editor	Hutch
Art Editor	Ollie
Art Assistant	Lisa
Staff Writer	Clur
Staff Writer	Simon

Are you beginning to get the hang of it now? Well, with *Mini Office 2's* ability to create huge complex tables of data, there are positively hundreds of different uses you could put your database to. For instance, if you look on Teletext or Ceefax, you'll find tables and tables of sports statistics. These could have been created with a database on your C64, if you wanted to keep similar records.

But what else can you do with your database? Well, there's loads of different types of information you could store:

GAME INFORMATION

For quite a few months now, CF has been running a series in search of the ultimate game. Over these months, we've progressed through platform games, driving games, flight sims, and just about every other type of game you could possibly think of. Well, you'll also have noticed that somewhere in each feature, there is a list of every platform game for instance. If you think I sit down every month and go through every Commodore mag ever for the game titles, ratings, and details, you really are very much mistaken – we have a database of every game ever, from which we take the relevant details, and paste them onto the page.

Of course, this setup is all running on an Apple Macintosh, but the principle's still the same – it's just a database system, with the information, instead of being printed out directly, pasted into a word processor and printed out from there.

GAME CHEATS

The other thing everybody likes to do now and again is cheat at their favourite, most challenging, or downright bloody hardest game in their collection. There are many different types of cheats to use, as well, such as keypresses, secret rooms, Action Replay codes, etc. Well, how far do you think you'd get if you were compiling a database of the whole lot on paper? Quite far, you say? Well what happens when you want to insert new games alphabetically into your list? That's right – mayhem. The answer you'd come up with if you thought about the for long enough would be to keep all your cheats on file card – that way, you can insert new ones whenever you need them.

So why not have a computerized version of a file index? It has several advantages over the cardboard and plastic (if you keep them in a groovy little box) version. You can sort cards into any order using any field, you can search the entire database for a single word or piece of information in a matter of seconds and you can create print-outs of only certain pieces of information, creating telephone lists and the like.

SPORTS STATISTICS

As the database package you're using becomes more advanced (or you're using an integrated package like *Mini Office 2*), the boundaries between spreadsheets and databases blur. In many databases on more powerful machines, you can create huge data tables and access them like spreadsheets, using formulae between boxes on different records etc.

Unfortunately, this is a little out of reach for the C64, but *MO2* does offer the facility (if you look hard enough) to drag certain bits of information back and forth between the spreadsheet and the database, making sports statistics (with their masses of information but need for lots of calculations as well) a perfect use for the package.

ADDRESSES

Okay, so it's a bit more of a standard use of the package, but never dismiss the idea – it may be a little slower and more cumbersome that a simple address book (try fitting a C64 into your pocket), but if you're setting up a customer database, etc, it's perfect, quite frankly.

OVER THE EDGE

We all know that Lisa lives in her own little world for most of the time and only occasionally comes back to reality to chat to us all. But how would you like your own little world to play in too? Clur and Simo explore the possibilities...

There's more than one way to climb into your own little virtual world. Ever been to Alton Towers? The 360 cinema is a perfect example of early VR experiments. Nothing has scared me as much as the opening scene in Jaws 3D when a bloody fish head comes floating out of the screen at you (I hid behind the seat in front for the rest of the movie I just couldn't bare to watch). Next came the hydraulically driven flight simulators (there's a great ride called Star Tours at Euro Disney using one of these by the way). But the problem with all of these is that it just isn't personal enough; everyone else experiences what you're experiencing and of course you have absolutely no control over what's going to happen to you.

So along came VR, complete with all those scare stories. The same people who hated the idea of TV wittered on about how playing in a virtual world might be detrimental to your health. First of all only the military had access to a virtual world, but it soon spread into the arcades in the form of some great interactive games. And now it looks like it might be worming its way into your front room.

Rumours abound about the imminent release of the Nintendo home VR system, but if the truth be told it'll be a few years before you can plug yourself into the NET from your front room. The people with the cash (namely the military industrial complex) feel their money's better spent on sussing out using VR as a defence (for defence read death) tool. The console producers will catch up eventually but they've got nothing compared to the resources of the governments around the world.

The problem is that no one can seem to decide on a standard for virtual reality systems. There'll probably be a shoot-out between a couple of big formats just like Betamax /VHS war. Wander down the front at Weston-Super-Mare or any sea side town and you'll come across one of Virtuality's (formally W Industries) systems. You know, the blue and black head sets and seats with a pair of joysticks attached. I've spent many a happy quid shooting down the walking robots or blasting biplanes out of the sky and it's great fun.

You wouldn't believe it to look at it, but inside that hi-tech case there's your C64's big brother. Yep, the innards of the first Virtuality machines were (believe it or not) stripped down Amiga 3000's. Admittedly you're not likely to see a VR helmet that you can plug into the serial port of your Commodore, but it's nice to know they're related. Anyway, till next time, see you in cyberspace.

CLUR

VIRTUALLY REAL

All this Virtuality is fine for computer games with a bit more realism, but how much further could it go? Well, computers already play an enormous part in the office (how do you think we produce this mag each month?), so what happens when the technology we're using advances even further?

Virtual Office™ : Why walk off to work, spend all morning fighting rush-hour traffic, sit in a hot office all day, and spend the evening trying in vain to get back home again? That's right – with Virtual Office™ , you can change the phrase "Honey, I'm going to work now" into a much less stressful "Honey, I'm going to walk around the living room holding my head at a funny angle like an idiot, while slowly moving my hand around pointing at things that aren't really there, saying 'Oh wow' a lot".

So you can plug yourself into your office at any time of the day or night (oh joy), and work from the comfort of your armchair, without ever leaving the house. But what about your free time?

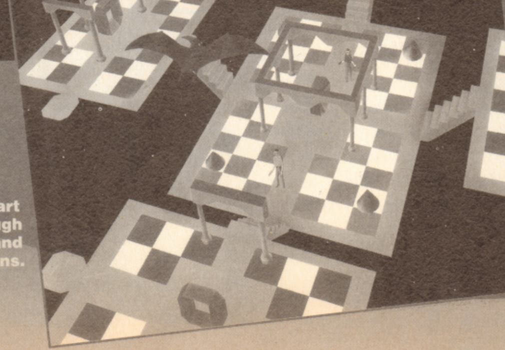
Vicariosity™ : Live a thousand other far more exciting lives, whilst completely ignoring the fact you've got one yourself. Standing at an arcade machine controlling an android is out – why not actually be the android for a while (God knows, you managed it when you fed a fiver into the damned VR machine in the first place due to some misguided sense of consumer loyalty), and try and forge your sad, pathetic, and totally meaningless existence on a planet that's slowly spinning down the tubes.

Another technological step forward that's happening already is the development of storage systems – with silicon chips, hard drives, CD ROMs etc, slowly being able to store more and more information, it's estimated tha by the year 2030 you could store all the information needed to regenerate t planet Earth, or something. Now, being Simon 'Scoop' Forrester *(Since wh exactly? Hutch)*, I can reveal details of a new VR project, the likes of whic never before witnessed.

VirtuallyThere™ : Experience life to the full (well, as full as it was, anywa with all the round edges squared off), with the ultimate in VR releases – real life. That's right – simply put on the helmet, and wander round your local town (computer generated, of course) in the comfort of your local town! Those who cannot afford the full version can simply walk round, blinking once every second, whilst holding their head perfectly still in relation to their body.

SIMON

Virtual reality games (above) enable you to experience very strange, very realistic worlds.



The landscape (right) is part of a fantasy world through which you can walk, fight and shoot goblins and dragons.

PD FORMAT

Nomis Resterrof takes a look at just what you can get out of the world of PD, and suddenly realises what his trusty C64 can really do...

Hi there, and welcome to a slightly different look PD Format this month – instead of looking at an individual library, we're going to take a little time out to take a look at a genre of PD program that's keeping the scene alive right now. Enter, then, the weird, wild, and wacky world of the demo (and even if you don't, it's still a pretty nifty bit of alliteration).

Before we go any further, I feel I ought to address the reasonable portion of CF readers who screamed when I mentioned the D word. I know what you're going through, and I'll try to make this as painless as possible. Let me bring the rest of you up to speed – there are a lot of people who hate demos. These people find them an utter waste of time, and can't understand the need for thousands of discs full of pretty little programs that don't actually do anything even vaguely useful. I must admit, I am one of those people, but I'm covering this because of the technical programming aspect (don't let this garb fool you – I'm a propeller head really).

As an example, we're going to take a look at a demo we thought covered just about everything you'll come across in demoland. If you haven't already got Coma Light 10, you can get it from *Utopia PD, 10 Cwmaman Rd, Godreaman, Aberdare, Mid Glamorgan, CF44 6DG*. On with the show, though.

MATHS

Now this is where we come to the real meat of any demo – the actual codework. In *Coma Light*, you see, there's a lot more than just scrollies, artwork, and music – there's processing. This is mainly a demonstration of the programmer's ability at these things, but they really are quite good little examples of what your machine can really do given half the chance and a decent programmer.

Unfortunately, this processing demonstration usually takes the form of a rotating 3D shape, but this is nothing to be scoffed at – it's not always as simple as it sounds. For instance, in the demo we're looking at (I thought I'd just concentrate on *Coma Light 10*, as that way you can see exactly what I mean by just ordering one disc from Utopia PD), the shapes are drawn first with floating vectors (that's 'dots' to the rest of us), and then displayed as solid filled vectors (solid shapes). This is where things get a little more impressive though, as a plane (acting almost as a water level) is taken, and the shape is moved about halfway through it, so only certain parts of the shape show up as it spins. Bear in mind, though, this is only one example of a million different things a demo could actually do.

THE SACRED SCROLLIES

The first thing that strikes you about just about any demo you'd care to mention is that they nearly all contain scrollies. "What're they, then Simon?" Well, they're little scrolling messages that whizz in one direction or another around the screen, either greeting you or telling you to do certain unmentionable acts. Whatever they tell you, though, every demo has one, and I've no idea why. "So demos are repetitive and unoriginal, then?" No, not really, it's just that, erm, okay then, yes. The saving grace of individual pieces of work is what else they have besides the usual boring scrollies.

This is actually the view out of CF's window.

ARTWORK

Well, that's something, I suppose. Elsewhere on this page, we can see some full screen pictures taken from the Lunacy 7 demo (available from the same library). The demo itself is relatively unimpressive, as it consists mainly of a slideshow of seven pictures very much like this one, but then demos aren't just demonstrations of programming ability – it's about time all those crayon-heads got a bit of the limelight.

Graphical work in demos doesn't just stop at pretty pictures, though. Everything that's displayed on the screen counts, as everything has to have been drawn at some stage (unless you're talking about the maths work, which we'll come back to later) including the actual lettering you'll see on scrollies.

MUSIC

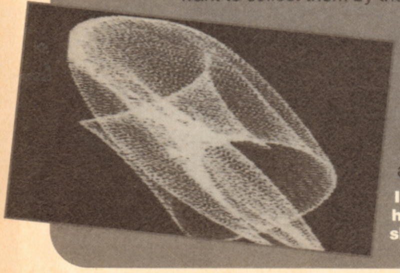
Everything's gone completely dotty.

this object unile : uill give u

Another important bit of a demo – the natty little tune running in the background. You'll find quite a few demos that just feature soundtracks, some of which just with soundtracks ripped from games (erm, excuse me, but is there actually any point to that at all?). The odds are, though, someone's spent quite a lot of time preparing natty little tunes to accompany the wizardry you're seeing on screen, so next time you load a demo, keep the volume turned up (though not too loud – there's nothing more irritating than loud computer generated music).

TO BE BRIEF, THEN

To be honest, I'm not really sure that a summary is all that appropriate. The basic point is to let you know about the hundreds of discs full of some incredibly well written and impressive demonstrations of exactly what your machine can do. If you've never seen a demo (most people haven't), is very definitely worth your while to get hold of a couple – whether you want to collect them by the van-load is another matter. Next month, then, we'll be looking at what's available in the arena of PD games, and what you should be looking out for or avoiding on the scene.



I'm not exactly sure how they did this so shockingly fast.

COMMODORE SUPPLIES

Commodore 64 power supplies	£18.99
Commodore 64/128 compatible cassette recorders	£18.99
Commodore cassette head demagnetizers	£9.99
Commodore 64/128 light gun & games (cas & disc)	£29.99
Replacement cassette recorder plug and lead	£5.99
Commodore 64 user manuals	£4.99
Commodore R.F. Leads (computer to TV)	£3.99
Commodore 64c modulators	£9.99
Commodore printer/disc drive lead (6 pin din)	£5.99
Commodore Colour monitor leads(din/3 phono)	£6.99
Commodore light pens & software (cas/disc)	£29.99

DO YOU SUFFER WITH C64 TAPE LOADING PROBLEMS?

Have you ever purchased a game only to find that it won't load! The most common reason for loading difficulties is the tape head being out of alignment with the cassette tape.
The azimuth tape head alignment kit enables you to re-align your tape head simply and quickly. No technical skills are required. Step-by-step picture guide. Test and re-alignment carried out in minutes! The kit comprises:- Azimuth tape alignment cassette, special azimuth screwdriver plus full instructions. Alignment kits also available for Amstrad CPC 464 and for the spectrum computers. Please state which computer when ordering.

£9.99

If you would like to be put on our regular mailing list for special offers etc. please write and advise us stating which computer model you have.

All orders sent by return: Cheques/Visa/Access/PO's

Trading Post, Victoria Road,
Shifnal, SHROPSHIRE TF11 8AF
Tel/Fax (0952) 462135

Access VISA

Why just Play Games? Make your computer WORK for you!
Got a Commodore 64 with Disk-drive? Then **BANKMAN** is what you've been waiting for: software to let you manage your personal/household finances.

★ your MONEY:	instant accurate picture of all your spending; up-to-date balance; for bank account and Credit cards.
★ your HOME:	Gas and Electricity costs analysed (with new metric units) - bills forecast; running-costs of your car; even warns of forthcoming birthdays!

BANKMAN is a powerful and easy-to-use Information System; designed to commercial standards; tested over many years. (it is *not* a "spreadsheet" and requires *no* programming/accounting knowledge.) Package includes *free* 2nd disk with sample-system. All this - for the price of a game!

Please send cheque/P.O. (payable to AtomComp Ltd) for **£16.95** with order to:
ATOMCOMP LTD, 62 Stirling Road, Bedford MK42 0TY

(price includes VAT and postage)

C64 SOFTWARE HIRE CLUB
3 Briarbank Avenue,
Nottingham NG3 6JU
Send SAE for details

☆ UTOPIA PD ☆

For all your C64 Public Domain needs (disk only) send an SAE to:

Utopia PD
10 Cwmaman Road, Godreaman,
Aberdare, Mid Glamorgan CF44 6DG

ELECTRONIC DISTRIBUTION OF SOFTWARE

OVER 2000 GAMES

IN STOCK TODAY - FROM £2.99:

IN A HIGH STREET NEAR YOU

TOP TITLES... Go for Gold, Impossible Mission II, Crazy Cars II, Race Drivin, Phantasie III and Thousands More.

FOR... Amiga, C64, Spectrum, Atari ST, IBM/PC and Amstrad.

AVAILABLE NOW AT... Future ZONE THE LATEST IN COMPUTER & VIDEO GAMES

John Menzies

and leading computer retailers.

EDOS

Phone
0782 566566
for your nearest
High Street stockist

or write to: Software On Demand Ltd, Unit One,
Rosevale Business Park, Newcastle Under Lyme ST5 7QT

ALL PRICES INCLUDE VAT

DIRECT SOFTWARE

P&P free in UK. EEC & non EEC price on application

0908 379550

COMMODORE MEGA PACK

- Dragon Spirit
- Escape From Robot Monsters
- Footballer of the Year 2
- Hero Quest Twin Pack
- Impossamole
- Khan Squash
- Klax
- Night Breed
- Puffy Saga
- Puzznic
- Shoe People
- Skate Wars

LOOK
ALL 20 TITLES for only £12.99

- Spy Who Loved Me
- Stunrunner
- Super Cars
- Switchblade
- Teenage Mutant Ninja Turtles
- The Vindicator
- World Class Boxing Manager
- Xybots

Please Hurry While Stocks Last!

C64 CARTRIDGES

Battle Command	only £8.99
Chase HQ 2	only £8.99
Navy Seals	o...nly £8.99
Robocop 3	only £8.99
Shadow of the Beast	only £8.99

At Unbelievable Prices!!!!

Buy Any Two and Choose One Free!!!!

Prices may vary E&OE

NAME .... (CF12YO)
ADDRESS ....
POSTCODE .... TELEPHONE ....
ITEM ....
ITEM ....
ITEM ....
ITEM ....
ALL PRICES INC VAT
TOTAL .... £
CREDIT CARD NO: ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐
CARD EXPIRY DATE: ....
SIGNATURE: ....
TEL: 0908 379550 MAKE CHEQUES PAYABLE TO: **DIRECT SOFTWARE LTD,**

DEPT CF12YO, UNIT 3, CROSS KEYS SHOPPING MALL, ST NEOTS, CAMBRIDGESHIRE PE19 2AU

UNCLE DAVE'S BUY-A-RAMA FOR SALE

Flog all your unwanted knick-knacks and get your name in print in the best C64 mag in the world.

FOR SALE

C64, 3 joysticks, 2 Datasettes, AR and over 450 games!!! All VGC and boxed, worth £1200 - sell the lot for only £175 ONO!!!

Commodore 64 colour monitor, model 1702, good condition. £50 ONO. 0702 525095

C64 With Datasette approx. 200 games, 2 joysticks, 40 mags, 2 user manuals. £75, contact Jesse, 39 Goring Road Ipswich, Suffolk IP4 5LT.

C64 disks: *Robocod, Hudson Hawk, WWF, Terminator 2, Creatures, Golden Axe, Fiendish Freddy, Beverly Hills Cop, Total Eclipse.* £4 each. Tel (0670) 715496.

C64 *McDonaldland* on tape, still in box with manual. £7.99 ONO. C64 Operation Wolf on Tape, boxed £1. Call Luke on 0795 661319

C64, Datasette, Joysticks, games worth over £250 inc. *First Samurai, Creatures, Rainbow Islands.* £150 ONO. Tel Ali on 0444 482473. All games complete.

***Slug, Overlander**, Master Chess, 3-D Snooker, Games Pack.* C64 cassette. £2 each. Buy all for £8 and save £2. *Turtles Coin Op* £7 cassette. Tel John Jr on Ireland (061) 301360.

C64 cassettes, *WW2, Swiv, Turrican 2, Target Renegade, Big Nose, Miami Vice, Magicland Dizzy.* Price £20 for the lot. Phone Ryan on 0662 247969.

For Sale 50 C64 games worth approx £100 games including *Wrestlemania, Dragons Lair, Chase HQ* and *Dizzy's*. Bargain at £50 or will separate. Call Mark on 0745 730438

C64 cartridge *Toki.* Tapes: *Kick Off, Batman Caped Crusader, Vindicator, Hong Kong Phooey, Untouchable, Football Manager WCup Edition, The Footballer.* Tel 0505 863263. £10. Tues - Fri 4-6pm.

WANTED

Wanted, any cheap games, cassette only, also light gun wanted. Tel: 0533 539920.

I'd like issue 23 (with tape) to complete my collection. I will play £2.25 (not postage). I'll send you your coins by mail and pay postage for that. Write to Alexander Ensing, Prinsesseweg 28, 9901 H.J., Appingedam, The Netherlands.

Star Trek C64 cassette. Reasonable price considered. Tel John Jr on Ireland (061) 301360.

Urgent, disk drive for DM SX-64 or complete computer working/not working but drive must work. Or swap for Comm 64 for Spectrum 48k many extras and games.

Mario Bros. (C64 cassette) £10 or any reasonable prices paid. Call Marcus on 0803 553823.

Urgent, has anyone got spare copies of CF 1&2? If so please ring Dave on 0778 343950. Will pay cover price plus postage.

Books on assembly language, any price (almost) will negotiate. Call Jasvinder on 0902 652801.

I would like to swap *Rambo, Guardian Angel, First Strike* (disk), *Commando, Mega Tape, Action Service* (disk), *Power Pack.* For any of these games which I really do want but really can't afford. As I'm only 11 years old: *Street Fighter 2* (disk), *WWF Wrestlemania* (disk). Call Michael on 0760 720300.

Wanted Printer MPS801 or similar. Must be in good working order for C64 Phone 0895 677714.

Wanted: Commodore 64 IEEE interface expansion card, new or S/H. Also light pen for same S/H. Write to H Wilkinson, 2 high Street, Swaton Sleaford, Lincs NG34 0JR.

***Gunship* disk** version for C64. Tel. John on 0268 7141557. Southend area.

Action Replay Mk VI, Microdrive, any music on 64, any pinball games/sims, *Cool World.* Contact D. Gray, 140 Hincliffe, Orton Goldhay, Peterbourough. PE2 5ST.

Wanted: *Bug Bomber*, will pay £11 if in good condition. Ring Mike between 6-9pm weekdays, 10-9 weekend. Also a tape of 20 games called *Golden Oldies.*

I need CF numbers one, two and six with tapes, and numbers three, ten and eleven magazine only. Will pay half cover price and postage. Write to Angus, 68 St Kilda Road, St Marys, Dundee, Scotland, DD3 9LY.

USER GROUPS

Melt your mind. The only C64 magazine on tape. Send an SAE for an info pack to MYM, 72 Hillfoot Ave, Huntscross, Liverpool, L25 0PF. Or phone Gareth on 051 486 1775.

Wanted: Musician, C64 or Amiga. Also we need a games designer, experience not necessary. Write to AOUFA Designs, 69 Naseby Grange, Lincoln Green, Leeds 9, LS9 7TE. Please enclose SAE and demo.

Free DJ Rave tapes! For more info send SAE to Jesse, 39 Goring Road, Ipswich, Suffolk, IP4 5LT.

PENPALS

C64 owner seeks penpal to exchange tips, help and chat. Please write to Andrew Henning, 2 Ballycrane Road, Anahilt, Co. Down, N.I., BT26 6NQ.

Penpal wanted, any sex, preferably from overseas, aged between 10-15. Please write to T. Degg, 207 Gardendale Avenue, Clifton, Nottingham, NG11 9HN.

BUY-A-RAMA ORDER FORM

NAME

ADDRESS

Classification: Tick box; ☐ For sale ☐ Wanted ☐ Services ☐ User groups ☐ Pen pals

CODEMASTERS CHRIMBLE COMPO

Those lovely CodeMasters chaps have got great news for present shoppers.

WIN OVER 60 GAMES

BLAG! BLAG! BLAG!

Over the years those wonderful Codemasters chappies have been responsible for some of the funkiest C64 games around. When other companies deserted the market for the console wasteland, the Codies kept producing top notch games.

To celebrate all their years in the Commodore marketplace, the Codesters have agreed to give away a once in a lifetime prize to a lucky Commodore Format reader. So what's the prize I hear you scream.

The prize is a copy of every single game and compilation in the CodeMaster's catalogue. All the stuff that they've still got in their warehouse will be included, so it's a safe bet that you'll be taking on one or two Dizzy games.

To win this stonking prize we'd like you to come up with an imaginary Dizzy game plot. We know the Codies have covered most of your options but if you get your creative hats on you should be able to imagine a nice wild situation for the egg.

DAISY'S HOUSE
LIVES 3
TRIES 3

Welcome to Cap'n Zak's.

DON'T FORGET

If you aren't lucky enough to win then you might like to know that any of the games listed below, if not available in your local games stockist, are available direct from CodeMasters themselves. For more information phone 0926 814 132, or write to CodeMasters, Lowerfarm House, Stoneythorpe, Southam, Warwickshire CV33 0DL.

THOSE GAMES IN FULL

Big Nose's American Adventure, Bubble Dizzy, CJ In The USA, CJ's Elephant Antics, Crystal Kingdom Dizzy, Dizzy Collection (five game compilation), Dizzy Panic, Dizzy's Excellent Adventures (five game compilation), Fantasy World Dizzy, Fast Food Dizzy, Guardian Angel, Kamikaze, Kwik Snax, Magicland Dizzy, Miami Chase, Murray Mouse Supercop, Pro Boxing, Pub Trivia, Quattro Adventure, Quattro Arcade, Quattro Cartoon, Quattro Coin Ops, Quattro Combat, Quattro Fantastic, Quattro Fighters, Quattro Firepower, Quattro Megastars, Quattro Power, Quattro Racers, Quattro Skills, Quattro Sports, Quattro Super Hits, Sky High Stunt Man, Slightly Magic, Spike In Transylvania, Super All Stars (five game compilation), Super Sports Challenge (five game compilation), Super Seymour Saves The Planet, Superstar Seymour (five game compilation), Tarzan Goes Ape, Treasure Island Dizzy, Wacky Darts.Big Nose's American Adventure, Bubble Dizzy, CJ In The USA, CJ's Elephant Antics, Crystal Kingdom Dizzy, Dizzy Collection (five game compilation), Dizzy Panic, Dizzy's Excellent Adventures (five game compilation), Fantasy World Dizzy, Fast Food Dizzy, Guardian Angel, Kamikaze, Kwik Snax, Magicland Dizzy, Miami Chase, Murray Mouse Supercop, Pro Boxing, Pub Trivia, Quattro Adventure, Quattro Arcade, Quattro Cartoon, Quattro Coin Ops, Quattro Combat, Quattro Fantastic, Quattro Fighters, Quattro Firepower, Quattro Megastars, Quattro Power, Quattro Racers, Quattro Skills, Quattro Sports, Quattro Super Hits, Sky High Stunt Man, Slightly Magic, Spike In Transylvania, Super All Stars (five game compilation), Super Sports Challenge (five game compilation), Super Seymour Saves The Planet, Superstar Seymour (five game compilation), Tarzan Goes Ape, Treasure Island Dizzy, Wacky Darts.

THE RULES

- No employee of Future Publishing, or CodeMasters may enter and that includes Richard Eddy.
- The judge's decision is final; the judge being Hutch.
- All entries must arrive at Future Publishing by the 11th of February.
- Anyone who uses bad language will be eliminated from the competition and will be reported to the nearest thought police.

COMMODORE

HOTLINE
0458 73279

FUN SCHOOL 3 & 4

Europress

Forget blackboards and dog-eared text books. The hip and happening way to get educated is *Fun School*. Designed in line with the National Curriculum, *Fun School* comes in three age ranges to suit children of all ages (er, well up to about 11 anyway).

SAVE UP TO £8

TWO FOR THE PRICE OF ONE (ER, AND A BIT)

Buy both *Fun School 3* AND *4* in any one of the age ranges and you can can get 'em both for just £12! That's a saving of nearly £8! (This offer is only available for the cassette version, y'see.)

Description	CF Price	Order No
Fun School 3 Under 5 (Cassette)	£9.99	CF194A
Fun School 3 5-7 (Cassette)	£9.99	CF194B
Fun School 3 Over 8s (Cassette)	£9.99	CF194C
Fun School 4 Under 5 (Cassette)	£9.99	CF195A
Fun School 4 Under 5 (Disk)	£12.99	CF189A
Fun School 4 5-7 (Cassette)	£9.99	CF195B
Fun School 4 5-7 (Disk)	£12.99	CF189B
Fun School 4 Over 8s (Cassette)	£9.99	CF195C
Fun School 4 Over 8s (Cassette)	£9.99	CF194C
Fun School 3 And 4 Under 5 (Cass)	£12.00	CF196A
Fun School 3 And 4 5-7 (Cass)	£12.00	CF196B
Fun School 3 And 4 Over 8s (Cass)	£12.00	CF196C

MINI OFFICE 2

Europress

SAVE UP TO £3

An integrated word processor, database, spreadsheet, label printer, graphic utility and comms program all in one package. *Mini Office* can turn your C64 into a versatile business machine (and it's great to do your homework on, as well).

Description	RRP	*CF* Price	Order No
Mini Office cass	£13.99	£10.99	CM201
Mini Office disk	£15.99	£12.99	CM202

FORMAT BINDER

What's orange and white, metal and plastic and hold 12 issues of *Commodore Format*? The *Commodore Format* binder. How can you live without it?

DEAD SMART

Description	CF Price	Order No
CF binder	£5.99	CM103
Two *CF* binders	£11.00	CM104

NOBBY THE AARDVARK

Thalamus

SAVE £2

Seven levels of pure bliss and each one like a game in itself, from a manic ballooning section to a *Indiana Jones and the Temple of Doom*-style rail car ride…Fab stuff.

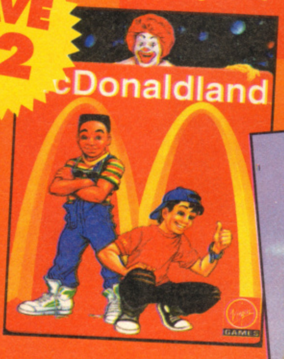
Description	RRP	*CF* Price	Order No
Nobby the Aardvark (Cass,	£11.99	£9.99	CFNAC
Nobby the Aardvark (Disk)	£15.99	£13.99	CFNAD

MCDONALDLAND

Virgin

Just for a change, here's a different kind of platform game altogether (*a different kind of platform game – the whole* CF *crew*). *Mario*-esque fun with relish, mild curry sauce and no gherkins. Have a nice game. Ermm, buddy.

SAVE £2

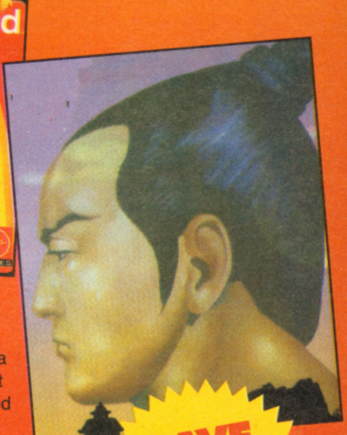


Description	RRP	*CF* Price	Order No
McDonaldland (Cass)	£11.99	£9.99	CFMCC
McDonaldland (Disk)	£15.99	£13.99	CFMCD

FIRST SAMURAI

UBI Soft

A classic arcade adventure hack-with-a-big-sword-'em-all-up with a distinctly oriental flavour, *First Samurai* received one of the highest scores CF has ever awarded a game – 96 per cent, and it deserved it. This game's got the lot – great graphics, great sound, great gameplay and great whatever else there is left to be great. Be warned – this game is dangerously addictive!



SAVE UP TO £3

Description	RRP	CF Price	Order No
First Samurai (cass)	£11.99	£9.99	CFSAMC
First Samurai (disk)	£16.99	£13.99	CFSAMD

COMMODORE FORM

CF22: Cover tape – full games: *Hover Bovver, Agent Orange.*
Demo: *Robocod.*
Gamebusters: *Murray Mouse, Rainbow Island:*
Reviews: *James Pond: Robocod, Biff, Dylan Do Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber.*

CF23: Cover tape – Full games: *Defenders Of Th Earth, Johnny Reb 2.*
Demos: *Biff, Bug Bomber, Nobby The Aardvark.*
Gamebusters: *Maze Mania, Rainbow Islands, Seymour Saves The Planet.*
Reviews: *Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors.*

CF24: Cover tape – Full game: *Famous Five.*
Demos: *Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.*
Gamebusters: *Space Crusade.*
Reviews: *Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.*
Specials: Getting the most out of your datassette.

CF25: Extra Cover tape – *Saracen Paint.*
Tape – Full game: *John Lowe's Ultimate Darts.*
Reviews: *Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.*

CF26: Cover tape – Full games: *Twin Tiger, Cosmic Causeway, Bomber.*
Reviews: *Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3*
Specials: The First installmen of the epic Let's Make A

SUPER STORE

FORMAT BACK ISSUES ORDERING SERVICE

Monster series - following the progress of *Mayhem in Monsterland* from the Apex lads.

CF27: Cover tape – Full games: *Deflektor, Alternative World Games, The Muncher.*
Demo: *Sceptre Of Baghdad.*
Gamebusters: 13-page *Creatures 2* special.
Reviews: *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Locomotion.*

CF28: Cover tape – Full games: *First Strike, Fifth Gear, Locomotion, Reckless Rufus,* Nick *Faldo's Championship Golf.*
Gamebusters: *Spellbound Dizzy, Famous Five.*
Reviews: *International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Champ Golf, Paint And Create.*

CF29: Cover tape – Full games: *Herobotix, Battle- ships, Highway Encounter.*
Demo: *Carnage.*
Gamebusters: *Spellbound Dizzy, Batman.*
Reviews: *WWF European Rampage, Sceptre Of Baghdad, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.*

CF30: Cover tape – Full games: *Slayer, Rebounder, Daedalus, Blackjack 21.*
Gamebusters: *Creatures, Reckless Rufus, Winter Camp.*
Reviews: *Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, Big Box.*

CF31: Cover tape – Full games: *Cauldron 2, Snare, Subterranea.*
Demo: *Arnie 2.*
Gamebusters: *Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.*
Reviews: *McDonaldland, Table Tennis, Snare.*
Specials: *SEUCK.*

CF32: Cover tape – Full games: *Thrust, Steel, Corya.*
Full Utility: *FROST* (sprite design utility).
Gamebusters: *Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.*
Reviews: *ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.*

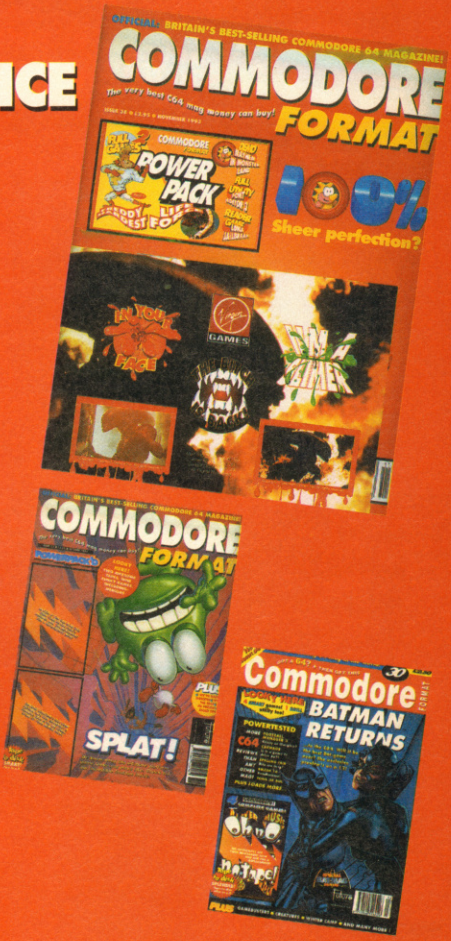
CF33: Cover tape – Full games: *Snackman, ATA, Water Polo, Corya Part 2.*
Gamebusters: *Lethal Weapon, Thrust.*
Reviews: *Sleepwalker, Robin Hood, WWF, RoboCod, Darkman, 4 Most World Sports.*

CF34: Cover tape – Full games: *Arac, Coyra Part 3, Shellshock.*
Gamebusters: *Lethal Weapon, The Simpson.*
Reviews: *Argon Factor, Addams Family, Liverpool.*
24-page special: The best 64 games that you can still buy.

CF35: Cover tape – Full games: *Space Academy, Hallax.*
Gamebusters: *Last Ninja, Future Wars.*
Reviews: *Suburban Commando, Pirates, Mercs.*

CF36: Cover tape: *Star Ray, Squibbly Skwob.*
Gamebusters: *Simpsons, Street Fighter 2.*
Reviews: *Gunship, Bee 52, Project Stealth.*

CF37: Cover tape: *Nebulus, I Alien.*
Gamebusters: *Simpsons, Street Fighter 2.*
Review: Exclusive *Alien3.*
Specials: The Ultimate Flight Simulator, Back in the DHSS, the penultimate Let's Make a Monster.
Weight: about five ounces without covertape.
Star Sign: Leo.
Eyes: Hazel.
Measurements: 297,210,0.5



COMMODORE FORMAT MAIL ORDER AND BACK ISSUES ORDER FORM

- SEND THIS FORM TO: *Commodore Format*, Future Publishing Ltd, Freepost, Somerton, Somerset TA11 7BR
- Please make all cheques payable to Future Publishing Limited
- For overseas orders call the Hotline number for prices on 0458 73279. For customer services: 0458 74011
- No stamp required if posted in the UK, Channel Islands or the Isle of Man.

Description	Price	Order Number

Name

Address

Post Code

Phone number

Method of payment (please circle): Access Visa Cheque Postal Order

Credit Card Number:

Expiry date:

EEC customers registered for VAT, please quote your registration number:

Signature:

BACK ISSUES

Please send me the following *CF* back issues: *(PLEASE CIRCLE)*

22 23 24 26 28 29 30 31 32 33 34 35 36	£2.50 each
25 27	£3.25 each
37	£2.95 each

Plus £1 P&P per order (£2 Rest of world)

CHRIMBLE W

SIMON'S CHRISTMAS LIST

Dear Santa,
For Christmas, my Commodore 64 would like:

An Action Replay – because I'm crap at just about every game I've ever played, and that's not good enough, really, is it? *(Why didn't anyone tell me this before I hired him? Hutch)*

An assembler – There's a lot more to computing than just playing games and using serious packages – look at what the Apex boys did with a bit (well okay, a lot) of techie knowledge and an assembler…

Bubble Bobble – Definitely one of the all time classics. If meanie-squidging gets any more fun, well, it wouldn't really, would it?

A disc drive – Tapes are all very well n'all, but there are definitely times when a little speedy loading most definitely wouldn't come a miss.

Elite – Did you know that they've just released the sequel to one of the most amazing space flight trading games of all time? It's only a pity it won't be coming out on the C64, but at least we had the original all those moons ago. Its absolutely huge playing area and hundreds upon hundreds of planets gave you the freedom to actually live as opposed to just play.

Lemmings – The fabbest rodent bashing game this side of the Amiga. Why it's taken so damned long to hit the C64 is beyond me, but it's finally here, and providing it gets a reasonable mark, it's definitely got to be one for the collection.

Mayhem – Why do you think?

Mini Office 2 – Because if I don't put this on my list, it'll make me out to be a games freak, and I'm too much of a computer snob to allow myself to be categorized like that.

A modem – So I can chat to C64 owners across the globe, swapping hints, tips, programs, and tales of daring do. Modems also have the added advantage of having lots of little flashing lights that look really cool in a dark room.

Pang – Okay, so it never appeared on the C64, but it really is a deeply funky game, so why hasn't anyone written a version yet? I want to go balloon popping! Sort it please me old mate.

But Santa, before you go, here's my personal Christmas list:

A Chocolate Orange – As far as I'm concerned they're vile things that make me want to vom every time I think about them, but I get one every year and I really don't want to break with tradition.

A guitar – My old one's getting a little run down, and besides, it's not really flashy enough. Anything with the name Ibanez or Gibson on the headstock will do, but no Les Pauls please, because I think they're absolutely disgusting (I hope my family are reading this).

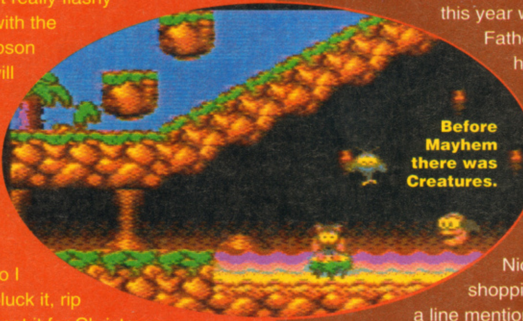
A huge turkey – So I can ring it's neck, pluck it, rip its insides out, and eat it for Christmas dinner. Apologies to all you ardent vegetarians out there, but this is something I really believe quite strongly in…

A large overdraft – So I can afford to buy fab presents for everyone else without saving up from October onwards.

A stocking – I don't want to grow up. I want to be a kid again. I just don't want to grow old and get all wrinkly. Aaargh!

Some CDs – You know, those really elusive ones. I can't find a copy of Gruntruck's 'Push' or White Zombie's 'La Sexorsisto' anywhere.

Take That's collective heads on a plate – Just a thought Santa.

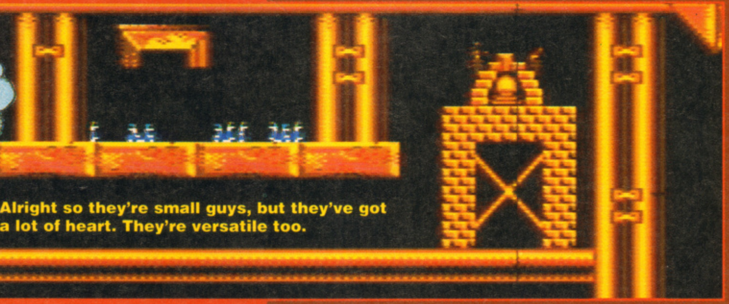

Before Mayhem there was Creatures.

DON'T JUST LEAVE IT TO LUCK!

When it comes to Christmas, Santa has a terrible job deciding which presents to get for all the good little boys and girls. Remember last year, getting all excited about the big squashy package that Santa had left under the tree for you, only to find an Arran sweater two sizes too small for you? Well this year why not give dear old Father Christmas a helping hand by writing a list of all the stuff you'd ideally like to find in your stocking come Christmas morning.

Games-wise there's some great stuff available right now for St. Nicholas to add to his shopping list. Why not drop him a line mentioning that you couldn't be without *Mayhem in Monsterland* (don't forget to tell him the address to write to for it 'cos he usually just heads down to Boots to get all the stuff he needs). *Lemmings* should be available by the 24th and *Aliens 3* too *(Aliens thirty two? Hutch)* so give those a mench as well. The best prezzies though, I reckon, would be the classics like *Bubble Bobble*, *Robocod*, *Stunt Car Racer*, *Creatures*, *Rick Dangerous*, *The Simpsons* and *The Addams Family* - all of which should be available from your local budget game stockist (if not, get the big red fella to give the company who produces them a buzz, they should be able to help him out).

If you've got all the games you need already (lucky you we could never have enough) then how about asking Santa for a peripheral or two? A mouse is always a useful addition to your collection


Alright so they're small guys, but they've got a lot of heart. They're versatile too.

ISH-LIST

Christmas is so close now that Santa's whacking the old four star in the sledge and putting Dr Zogs on the sleigh's runners. Ever keen to be visited first this is the CF team's Chrimbo list...

of computer bumph, and you're likely to get two prezzies for the price of one, as most of them come packaged with a free art program. But if you're setting your sights really high, or just fancy your luck, how about a printer? Datel do a fab colour LC200 for 260 quid.

Santa doesn't just do computer stuff though. If you're in need of some intellectual stimulation I must recommend a Terry Pratchett book or three, he's one of the funniest writers around at the moment and his Truckers series is perfect prezzie material for a younger brother or sister - not that you'd buy it, you might just like to be completely unselfish in your letter to Santa and suggest prezzies for other people as well as your self. Even better, how about a trip to the Trocoderro to play on the VR machines or for a blast around in the Alien War Quasar game.

Most of all, be creative with your list. There's more to life than Barbie, more fun to be had than just getting a better bike than your mates. Try something new, you might enjoy it. After all you won't be wasting your money will you. CF

HUTCH'S CHRISTMAS LIST

Ah those lips, that toothy grin, those *(Snip! - Ed)* anyway, Hutch would love to find Vanessa Paradis under his tree.

Dear Santa,

What can I say, the overdraft's looking decidedly Slimfast™ and so I've decided to call on you again for those special Christmas treats. For my C64 I'd like

One new spacebar - the old one's been through eight years of active service and it shows.

Some more cartridge software - not very likely I know, but it was so nice being able to simply plug in and go with your fave games.

Wizball - perhaps you could arrange to have it re-released, it's quite simply one of the fabbest games of all time.

As for my good self, I'd really like: **Vanessa Paradis**, Drew Barrymore and Lucy out of Neighbours all together in a big box.

Some new in-line skates - my old ones are looking decidedly knackered.

A book of sure-fire chat-up lines.

A racehorse - preferably one with good ancestry.

Lots and lots and lots of beer (preferably Becks, but Bud will do).

Another 100 records - to add to my skinny looking DJing collection.

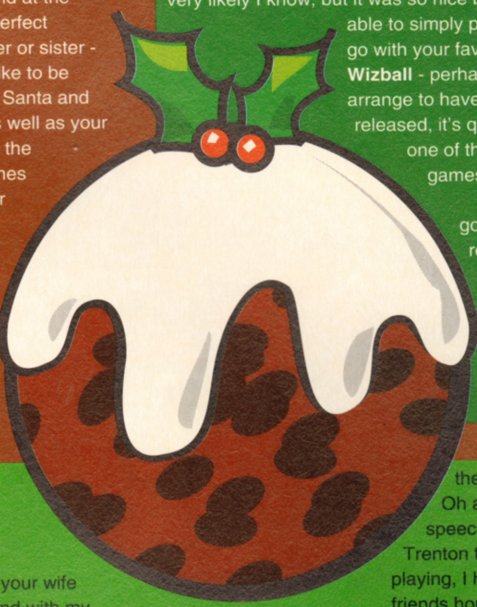
Doctor Who - to return properly rather than in endless report form... oh and try and get the Spielberg version staring David Hasslehoff cancelled, it's a hideous prospect.

Endless plates of Spicy Chinese Chicken.

A Vauxhall Frontera - it's such a funky jeep I'd do anything for one, especially the injection model with the CD player.

Cheers Santa - till next year me old fat old mate,

Hutch



CLUR'S CHRISTMAS LIST

Dear Santa,

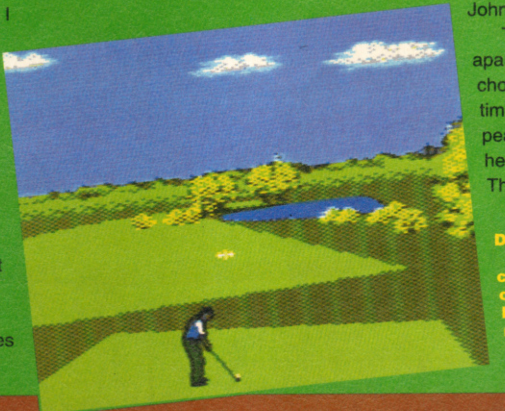
How are you? I hope you and your wife are well (well enough to come round with my prezzies on Christmas Eve anyway). I've been a really good girl this year, I did all sorts of charitable, unselfish things. I joined Elefriends in January and a couple of months back I did a sponsored army assault course for the Spastics Society (and didn't keep a penny of the money I collected for myself). Please, please give me lots of fab prezzies this year.

Most of all I'd like that signed baseball bat I asked for last year. I know I didn't deserve it then, but I have been so good this year. Could I have a glove to go with it as well, cause I really hurt my hand playing soft ball in the summer catching the ball.

A pair of bright green contact lenses would be extra fantastic, but I know they're a bit pricey so I don't really expect you to fork out for them. Oh and so that I have something to play with when the Queen's speech is on I'd love to have a copy of *Nick Faldo's Golf* for my C64, Trenton took the only one we had in the office when he left. Talking of playing, I have always wanted the game *Twister*, I played it once around a friends house when I was 12 and I loved it to bits. I think they still sell it in John Menzies.

That's really all I want apart from loads of chocolate (no nuts in it this time please), oh and world peace and the earth to be healthy again.

Thanks for listening,



Dear Trenton, Thanks for clearing off with our only copy of Nick Faldo's Golf. We really appreciate it. Yours, CF.

FROM THE PEOPLE WHO BRING YOU COMMODORE FORMAT

DON'T BUY AN AMIGA GAME UNTIL YOU'VE READ *THIS!*

ARCHER MACLEAN PRESENTS
POOL
Virgin
SCOOBY SCRAPPY

BRITAIN'S BEST-SELLING AMIGA GAMES MAGAZINE!

AMIGA POWER

A MAGAZINE WITH ATTITUDE

THIS IS IT!

YOURS WITH ISSUE 32 OF AMIGA POWER

EXCLUSIVE!
THIS DISK COULD WIN YOU
£1000
OF SOFTWARE!
TURN TO PAGE 6 AND FIND OUT HOW

disk extra

CANNON FODDER

The best game of the year – first ever review inside!

YOURS WITH ISSUE 32 OF AMIGA POWER

3 GAMES ON THIS DISK

CYBERPUNKS
Rainbow Islands meets Gauntlet and Alien Syndrome down a dark alleyway late at night. In virtual space. Etc.

disk 32

WIZ 'N' LIZ
A whole load of levels from Psygnosis' cute two-player platformer.

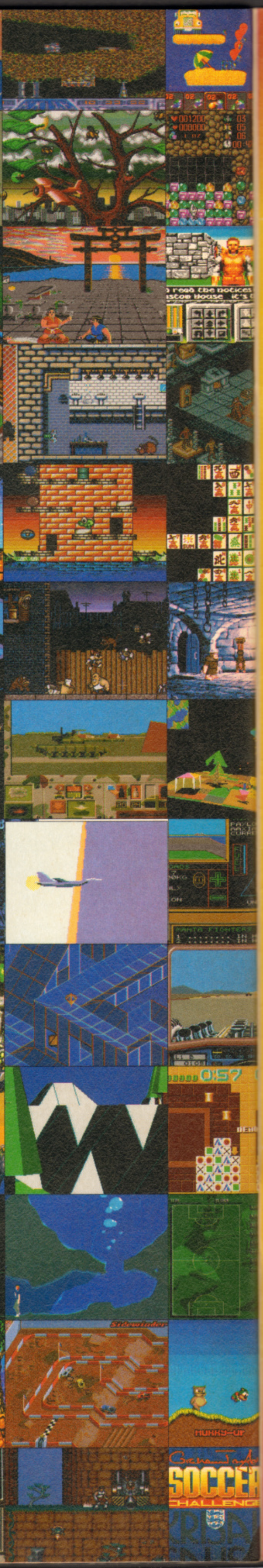
SPACE INVASION
Yes, again.

AMIGA POWER

ISSUE 32 £3.95 DECEMBER 1993

Future PUBLISHING Your guarantee of value

ISSUE 32



The current issue of AMIGA POWER (Britain's best-selling AND fastest-growing Amiga games mag) has reviews of every Amiga game that ever mattered. There's *Second Samurai, Brutal Sports Football, Bob's Bad Day, Frontier (Elite 2), Alien Breed 2* and also the game which looks like being the best of the year – Sensible Software's blockbusting arcade wargame, *Cannon Fodder*.

And let's not forget our two coverdisks, this month including the chance to win £1,000 worth of software from HMV by playing our EXCLUSIVE Andrew Braybrook covergame starring the HMV dog, Nipper, plus loads of world-beating demos and games.

Oh, and all the usual bad jokes, but with the punchlines swapped around.

ON SALE NOW!

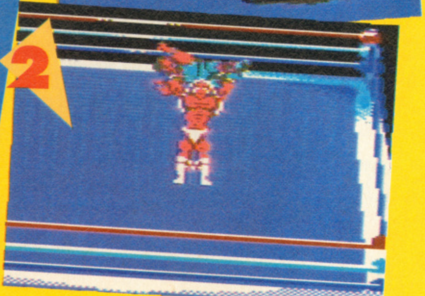
ELSPA PENGUIN CHARTS · COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS

CHARTS

TOP TEN

1	**CREATURES**	▲	KIXX £3.99	CF26 94%
2	**WWF WRESTLEMANIA**	▲	HIT SQUAD £3.99	CF33 88%
3	**JAMES POND 2 - ROBOCOD**	▲	KIXX £3.99	CF33 93%
4	**THE SIMPSONS**	RE-ENTRY	HIT SQUAD £3.99	CF32 92%
5	**THE ADDAMS FAMILY**	NEW	HIT SQUAD £3.99	CF34 93%
6	**FUN SCHOOL 2 6-8 YEARS**	NEW	HIT SQUAD £3.99	CF27 60%
7	**RAINBOW ISLANDS**	NEW	HIT SQUAD £3.99	CF19 93%
8	**STREETFIGHTER**	RE-ENTRY	KIXX £3.99	CF30 36%
9	**TERMINATOR 2**	RE-ENTRY	HIT SQUAD £3.99	CF30 72%
10	**STREETFIGHTER 2**	▼	US GOLD £12.99	CF29 80%

1


2

10

?

SCORE
000000500
MAGIC
010
TIME
130

CHART FACTS

So we don't get accused of being elitist, here's a peek at the rest of this month's top forty. Hanging around down there in the lower echelons there are:

- *Loads and loads of driving games, it seems that you have the need for speed.*
- *A cart game has slipped into the charts. SCI is a new entry at number 31.*
- *Even though Wimbledon's long gone, Pro tennis tour is still holding on in there at number 23.*

THAT WAS THE MONTH THAT WAS: DECEMBER 1992.

1 **STREETFIGHTER2** (US Gold)
2 **STREETFIGHTER** (Kixx)
3 **WWF EUROPEAN RAMPAGE** (Ocean)
4 **GOLDEN AXE** (Tronix)
5 **DIZZY PRINCE OF THE YOLK FOLK** (CodeMasters)
6 **CRYSTAL KINGDOM DIZZY** (CodeMasters)
7 **AMERICAN TAG TEAM WRESTLING** (Zeppelin)
8 **DJ PUFF** (CodeMasters)
9 **LOTUS TURBO CHALLENGE** (GBH)
10 **DIZZY DOWN THE RAPIDS** (CodeMasters)

TOP TEN FAVOURITE GAMES TO PLAY IN THE CF OFFICE

- *Mayhem in Monsterland (Apex Computer Productions).*
- *Creatures 2 (Thalamus).*
- *Nick Faldo's Championship Golf (Grandslam).*
- *Stunt Car Racer (Hit Squad).*
- *James Pond 2 - Robocod (Kixx).*
- *Rainbow Islands (Hit Squad).*
- *Rodland (Kixx).*
- *Bubble Bobble (Hit Squad).*
- *International Karate Plus (Hit Squad).*
- *Microprose Soccer (Kixx).*

sega ZONE

The new Sega word

December 1993 £2.50

Imagine

A game faster than Road Rash 2...

More violent than Street Fighter 2...

And more addictive than Sonic 2!

It's for real. It's here. And inside we've got the world's first ever preview.

GAME GEAR ● MASTER SYSTEM ● MEGA CD ● MEGA DRIVE

IMAGINE ROAD RASH 2 ON ICE

It's fast, violent and remarkably addictive. It's for real, it's from Electronic Arts, and we've got the world's first ever preview.

Also:

EA 4-Way Play special offer and free FIFA International Soccer poster.

And reviews of:

- FIFA International Soccer
- Sonic Spinball
- Robocop Vs Terminator
- Lethal Enforcers CD
- Virtual Pinball
- Lotus 2
- There is more. No, really.

On sale at a newsagent near you on Thursday 25 November.

---

why should you buy this?

Because you want the full and exclusive story of *Akira* on the SNES and Game Boy.

Because we challenge Nintendo's UK boss over their plans for your machine and your games.

Because we're designed with you in mind. Crisp, clear, concise. No mess or muddle.

Game Zone really is that little bit different. The only question is: are you?

NINTENDO GAME ZONE

100% Unofficial

akira

● How the Manga messiah made it onto the SNES and Game Boy
● *Exclusive* story and first shots inside

Zelda IV complete solution for the GB

IT'S HUGE! Free, (but really quite unpleasant) Robocop vs Terminator poster

All the BIG name games:
Zool
Aero the Acrobat
Mr Nutz
Equinox
Super Putty
Total Carnage
Virtual Soccer
Lamborghini
Crash Dummies
Dr Franken
Robocop vs Terminator

What are they playing at? First interview with Nintendo UK chief

Issue 14 December 1993

super nintendo

nes/famicom

on sale now

WIN! WIN! WIN!

COMPO

Lemmings

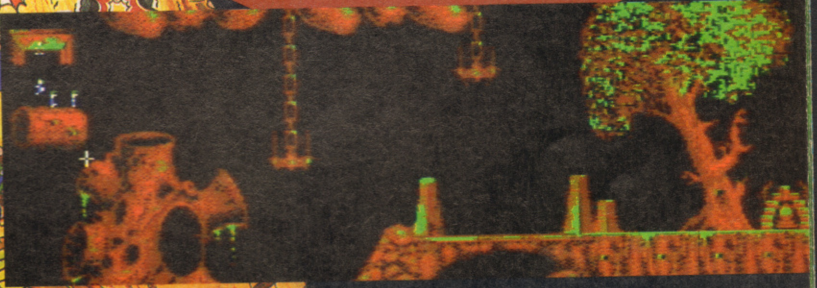
Cop a lod of some stonking Lemmings goodies in this fantablious compo.

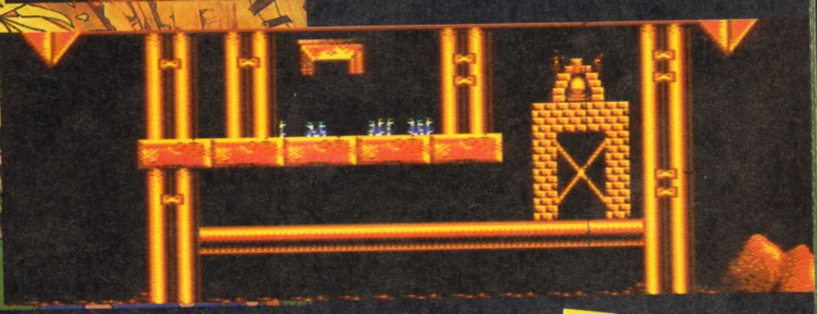
It's the gameplaying craze that's swept through more nations than the Dame Edna roadshow. It seems like *Lemmings* has been around for years (which it has on other formats) but there's cause for celebration because it has finally made it onto the C64. Just in time for Christmas too. To celebrate the release of their most popular game to date, Psygnosis asked us if we wanted to do a competition. We of course said a yes and so here it is. There are ten goodie bags up for grabs, each one chock full of *Lemmings* goodies including hats, mugs and t-shirts and all the C64 games that Psygnosis have produced that they can lay their hands on. Hurrah!

To win one of these amazing goodie bags we'd like you to imagine that you're writing to a Lemming who is your pen friend. In no more than 150 words we'd like you to try and cajole the Lemming into writing back to you, rather than wandering off the nearest cliff? The funniest/cleverest ten letters will win the goodie bags. And that's it.

THE RULES

- No employee of Future Publishing, Psygnosis or Lemmings Utd may enter.
- The judge's decision is final; the judge being Hutch the magnificent, editor of editors.
- All entries must arrive at Future Publishing by the 11th of February or you'll get no tea and be sent to bed early.
- Anyone who uses bad language will be eliminated from the competition and will be reported to their headteacher/parent/partner or tortoise.





WIN! WIN! WIN!

WORLD CLASS

And now for your delight, Clur will jump into the bath with fifteen hairy men and not come out 'till Christmas 1995.

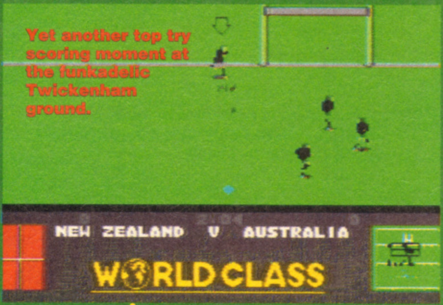
Down here in Bath we're at the centre of the rugby world. Bath first's are currently top of the league and can't seem to lose their winning streak.

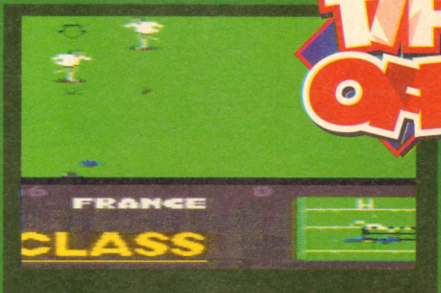
The world championships however are a different matter. The All Blacks seem to have it completely wrapped up, the huge Antipodeans strike terror into every fullback's heart. The England team doesn't usually get a look in when those black sweaters are on the pitch (but maybe this time round we'll do better). So now, thanks to Audiogenic, it's your chance to prove that the Brits aren't that bad (after all the game originated in this fair country), and to thrash the world's best teams at one of the toughest sports in existence.

World Class Rugby is simply a rugby simulator with a teeny weeny bit of management thrown in. Well it's not really management, it's more like playing the team captain. You can swap your player's positions around and that's about it. There's a pile of options to go through before you get to the playing a game of rugby bit, which unfortunately has to be loaded separately. Now this isn't too bad if you're playing off disk, but it's most definitely a multi-load nightmare off tape. After every game in the league you'll have to load the menu section again. And then, after being told the result (that you knew anyway 'cos you've just played), you have to reload the game section to play the next match.

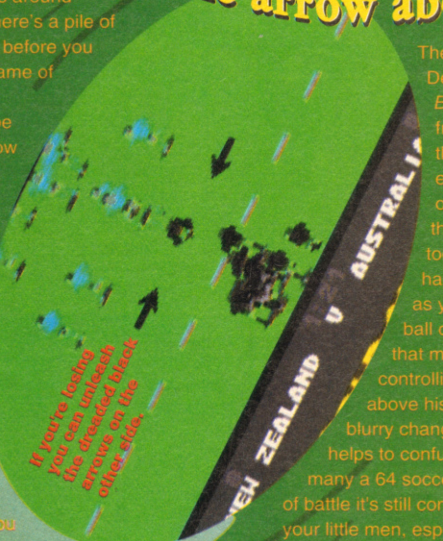
The programmers, Denton Designs, are currently working on *Batman Returns* for Konami. And from what we've seen so far of the sprite design on that, I was expecting some stonking sprites on *WCR*. Unfortunately that isn't the case - your players are a little too teensy to really see what's happening, but I suppose as long as you can tell if you're holding the ball or not, that doesn't really matter that much. You know who you're controlling by the ever so subtle arrow above his head - much better than a blurry change of shirt colour which only helps to confuse you more, which you'll find in many a 64 soccer game. Of course, in the heat of battle it's still completely possible to lose track of your little men, especially when you're under pressure a lot of pressure.

You know who you're controlling by the ever so subtle arrow above his head


Yet another top try scoring moment at the funkadelic Twickenham ground.



Keep half an eye on the scanner in the bottom right of the screen when you're making passes during a play.

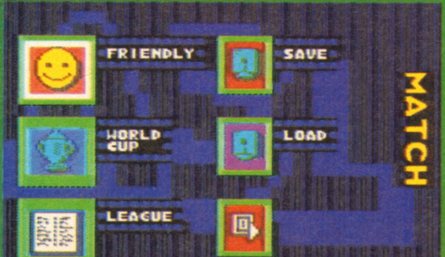

If you're losing you can unleash the dreaded black arrows on the other side.

ODD SHAPED BALLS

If you find yourself in a scrum or a line out then there are a number of specific plays you can implement. All of which are totally automatic until the set piece is finished or you interrupt play by hitting the fire button, at which point you take control of the player holding the ball. Choosing a certain play is a simple case of pointing the joystick towards the option required and hitting fire. Even a Rugby novice like Lisa got the hang of that bit.

As in most sports games, the two player mode is twice as much fun as playing on your own. There's something wonderful about getting together with your big sister and thrashing the pants off her 'cos you've actually bothered to read the manual. Incidentally I do recommend you read the manual before even attempting to play, especially if you're not a rugby freak (they do actually recommend that you read up further on the rules if you've never played rugby before - but it's not that tough to get the hang of). Even if you think you know all there is to know about Rugby, the

2:00
NEW ZEALAND V FRANCE
KICK OFF
WORLD CLASS
Suddenly Jeremy's team mates decided to disappear off down the boozer for a swifty.



Pick a tournament, any tournament and play against your mates or the computer.

NEW ZEALAND V FRANCE
WORLD CLASS
The French team practice a bit of breakdancing between the old uprights.

S RUGBY

HOW TO PLAY RUGBY

For those of you who skived off PE or if you're just too old to remember, here's a quick run down of the basics of the great English sport of rugby.

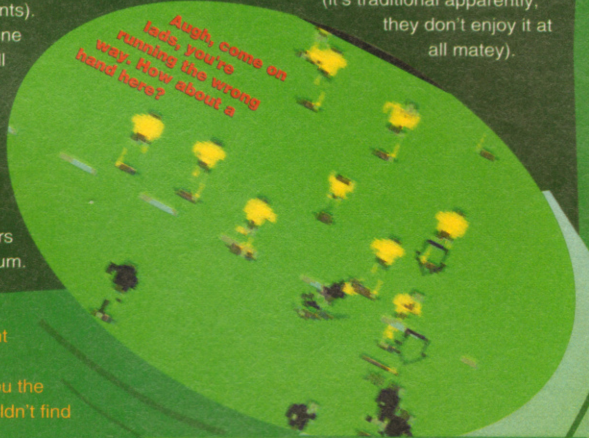
The game is played by a total of 30 big, beefy, strong willed, wide-necked men (that's exactly 15 on each side).

The aim of the game of rugby is to run with, kick or pass an oddly shaped ball between players in order to get the ball over your opponents back line. This is called a try, (maybe because you're trying to win), you'll score four points for scoring a try.

After a try you must attempt a conversion (to convert your four points into six points). Your player stands on the quarter line and tries - no, I can't say tries, that'll only confuse things more - attempts to kick the ball between the goal posts above the horizontal bar.

The most enjoyable bit in any game of rugby is getting squashed in the midst of a scrum. Eight players from each team take part in the scrum. The front row consists of a Loose Head Prop, a Hooker and a Tight Head Prop. The second row is a Loose Head Lock, and a Tight Head Lock. While the back row is two Flankers and a number eight. The rest of the team are a Scrum Half, a Fly Half (sometimes called an outside), an Inside Centre, two Wingers, a Full Back and a partridge in a pear tree.

A standard game will last eighty minutes with a five minute break after the first half. In which the players don't go back to the dressing rooms, they just stand around in the mud sucking chunks of orange. After the whistle blows all the players strip off and jump in the bath together (it's traditional apparently, they don't enjoy it at all matey).



Augh, come on lads, you're running the wrong way. How about a hand here?

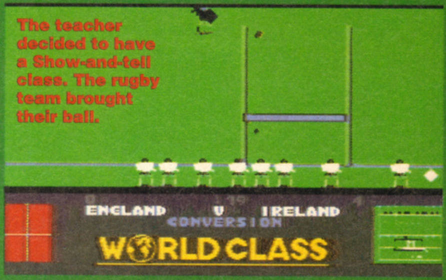
control system isn't completely straight forward so read up on that bit.

At this point I was going to give you the view point of a rugger expert but I couldn't find one who could write his own name.

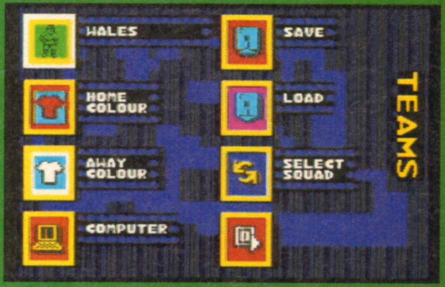
WAITING FOR A TRAIN

But for the waiting around between games World Class Rugby might have scored quite highly. Awful multi-loads like this just shout of programming laziness. If the programmers can't be bothered with it all then neither can I. *WCR* really could have been great with a little more effort on Denton's part. It's all such a pity, as the world isn't exactly over-run with good rugby sims.

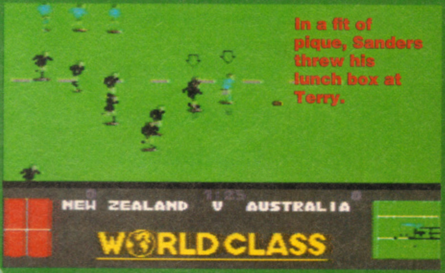
CLUR



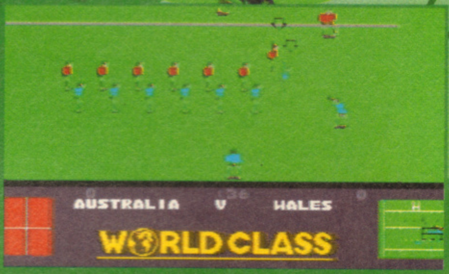
The teacher decided to have a Show-and-tell class. The rugby team brought their ball.



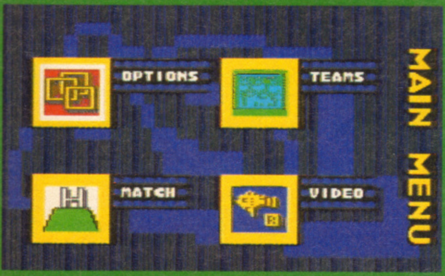
As you can see, the Welsh team have gone for an invisible kit. Anything to improve their game, eh?



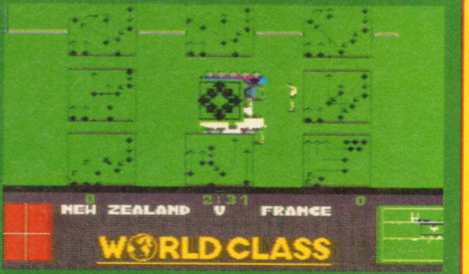
In a fit of pique, Sanders threw his lunch box at Terry.



Wales get their highest scoreline of the season thanks to a no-show by the Aussies.



Well I'm sorry but I can't be witty about such a singularly tedious screen shot.



If you get really good then you can try all sorts of interesting formations and line-ups.

VITAL STATISTIX

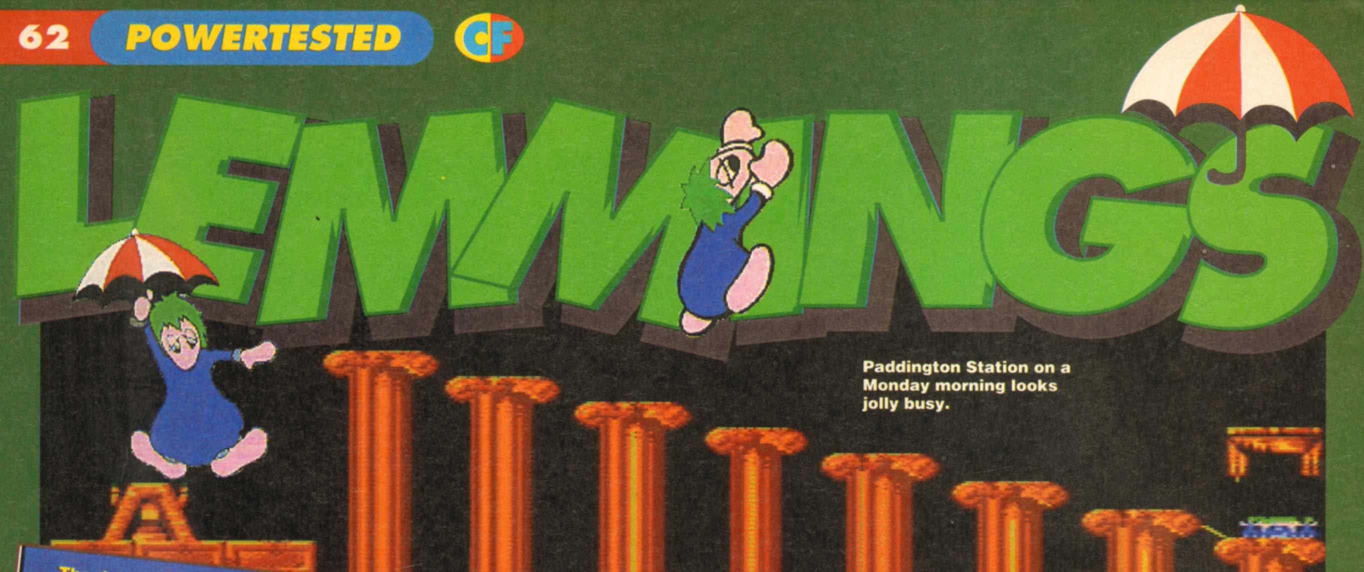
GAME..............**WORLD CLASS RUGBY**
PUBLISHER.....................**AUDIOGENIC**
CONTACT NUMBER......**081 424 2244**
PRICE..........**£3.99 CASS/£7.99 DISK**
AVAILABLE..............................**NOW**
OTHER INFO.........**BUDGET RE-RELEASE**

- One heck of a multi-load, don't even consider playing it off tape…
- …sticks to the rules like Pirrelli tyres stick to the road.
- Great two player gameplay.

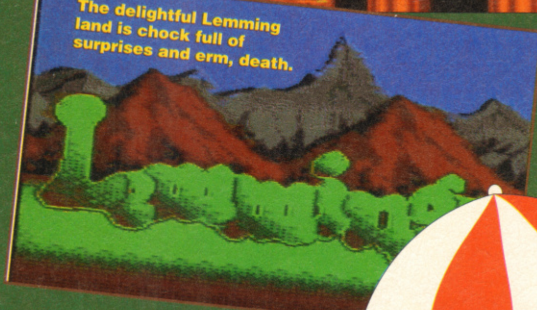
POWER RATING

81%

LEMMINGS



Paddington Station on a Monday morning looks jolly busy.



The delightful Lemming land is chock full of surprises and erm, death.

They're cute, they're furry, they walk off cliffs without a crash helmet, they play Russain roulette and they enjoy the Nolans, but will the Lemmings survive a meeting with Hutch...

Spooky but true fact: *Lemmings* is now over three years old. Spooky but obvious question: why has it taken so blimmin' long to arrive on the C64? I mean come on, it appeared on the Speccy about a year ago and that computer's as dead as a doughnut. What have Psygnosis been doing all this time? Breeding lemmings?

Oh well, it's here now and just in time for Christmas too. Something tells me that one or two of you will be finding a *Lemmings* emblazoned box under your tree, right next to the Mars™ sweetie collection, the large tube of Smarties™, the calculator, the sweater, the torch, the WWF™ figurines and the football.

MAN THE LIFEBOATS

This is the deal. There are these little furry rodents who for some reason (this *is* game plot land) keep getting dropped into danger zones. The idea of each of the levels is to get the lemmings to safety, by utilising some very special talents. Deploy your lemmings correctly and you can get most of them (or all if you're *really* hard) to the end of level portal. Then you try the next level and the next until you reach level 100. Or not. Only super-humans have ever made it to that glittering level.

This is what happens when gravity reverses.

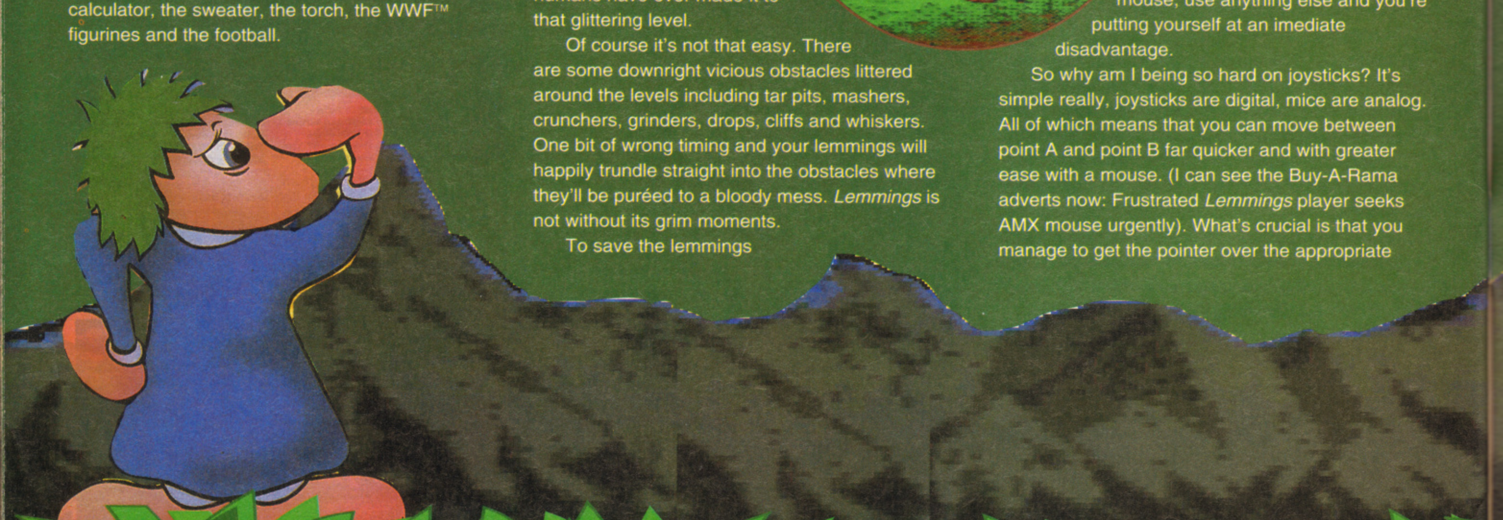
Of course it's not that easy. There are some downright vicious obstacles littered around the levels including tar pits, mashers, crunchers, grinders, drops, cliffs and whiskers. One bit of wrong timing and your lemmings will happily trundle straight into the obstacles where they'll be puréed to a bloody mess. *Lemmings* is not without its grim moments.

To save the lemmings from a fate worse than *Country Practice* repeats, you've got to endow them with the right talent at the right time. Transform an ordinary walker lemming into a climbing lemming at the right moment and you can save lemming-kind from the big cliff-top in the sky.

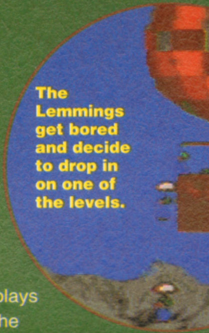
MIND CONTROL

There are two control methods for *Lemmings.* Firstly you can plug your favourite lump of joystick into port one and use the keyboard or secondly you can finally make use of that AMX mouse by plugging it into port two. Of these two options, the latter is infinitely preferable; Lemmings was designed to be played with a mouse, use anything else and you're putting yourself at an imediate disadvantage.

So why am I being so hard on joysticks? It's simple really, joysticks are digital, mice are analog. All of which means that you can move between point A and point B far quicker and with greater ease with a mouse. (I can see the Buy-A-Rama adverts now: Frustrated *Lemmings* player seeks AMX mouse urgently). What's crucial is that you manage to get the pointer over the appropriate



lemming at the right moment. More than any that's gone before it, this game requires split-second timing; get things wrong by even one lemming and you'll have to start the level all over again.


The Lemmings get bored and decide to drop in on one of the levels.

PLAY THE GAME

I'm happy to report that *Lemmings* plays well. Once you've got to grips with the control method, it's easy to get sucked into the game. This situation is helped immeasurably by the fact that you've got infinite lives; you can carry on attempting a level until you crack it.

Moving around the screen's easy and the scrolling (though a little bit on the juddery side) is fast enough. What's more, even when there are loads of lemmings on-screen there's no visible slow down. Basically, the programmers have done a great job retaining all that Lemmingy playability.

Thankfully, the programmers have also retained the learning curve which was pioneered on the Amiga version. This means that there are different kinds of level ranging from fun through tricky to downright difficult. While you're familiarising yourself with the controls, you can try the fun levels with their easy objectives and low lemmings quota.

BEAUTY'S IN THE EYE

If you've played our *Lemmings* cover demo (and if you haven't then why not?) then you'll know that the programmers have done a great job on the graphics. They've managed to make the levels look sufficently different to retain your interest. On the odd level, though, the graphics are too busy for the 64 to cope with, especially the metallic griddy levels. The lemmings themselves are well animated, even though they're only made up of about nine pixels.

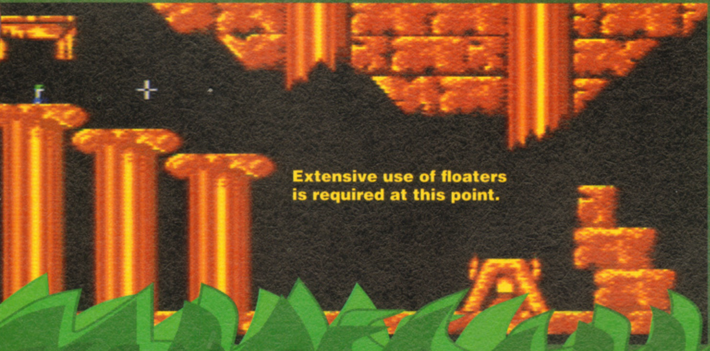
On the tuneful front, *Lemmings* sounds great. All those irritating ditties are in there, so if you've got some neighbours you particularly hate or if you just want to irritate a brother, sister or pet then hit that volume button and watch them come running. Oh yes and the lemmings do make all those splatty noises when they hit the ground.

WHAT DO YOU RECKON?

Fortunately for you lot, Lemmings has made the crossover into Commdoreland with surprising ease. The game's chock full of gameplay and really does have something for everyone. If you're into shoot-'em-ups then you'll like the more frantic levels, while if you're something of a strategy fan then you'll enjoy the complicated levels. With good mainstream games becoming rarer than hen's teeth, it's a bit of a treat to see a game as big as this converted to the 64.

HUTCH

What a handsome, enigmatic and foolish man I am. Hurrah!


Extensive use of floaters is required at this point.

CF VITAL STATISTIX

GAME	LEMMINGS
PUBLISHER	PSYGNOSIS
CONTACT NUMBER	051 709 5755
PRICE	TBA
AVAILABLE	XMAS
OTHER INFO	TAPE MULTILOAD/3 DISKS

LEMMINGS

- Great little game with loads of levels and plenty of challenges…
- … though it does judder occasionally and there is the odd graphics glitch.
- One for the stocking guys.

POWER RATING

84%

TEN LEMMINGS FOR THE '90s

❶ **Crustie Lemming:** this particular lemming comes dressed in army fatigues and a flat cap. Essential accoutrements include a mongrel dog on a piece of string, a penny whistle, a can of Tenants Super, a toothless grin and the kind ofattitude that would make Saddam proud.

❷ **Ram Raiding Lemming:** this suicidal lemming comes with just the two brain cells, a milletts anorak, a piece of wire with a small hook on one end and a death wish. It takes cars and drives them very fast into shop windows before being chased by the police lemmings and dying by rolling the car into a field.

❸ **Employed Lemming:** one of the luckiest lemmings in the game, this one's actually got a job. Walks around a lot with a briefcase and a mobile phone, arranging for massive buildings to be built just so they can remain unoccupied for ten years.

❹ **Raving Lemming:** sadly (not!) this one's getting quite rare now. The raver lemming has a ridiculous hat, a long sleeved t-shirt with a rude message on the front, some stupid mirrored shades, a whistle and a mobile phone. It has the ability to stay up for three weeks running before keeling over dead, due to continued drug abuse and dodgy hamburgers.

❺ **TakeThatFan Lemming:** spends lots of time staring moonily at pictures of the fab five, dreaming about romantic encounters on beaches. One of the most committed lemmings, this variety will pursue its prey to the very end, often camping out on the levels for nights on end in the vain hope of shouting "Robbie I love you" at the back end of a car.

❻ **NewMan Lemming:** always opens doors for women lemmings, cooks with a wok, buys GQ a lot and knows how to kiss without making that slobbery noise. Tends to be a bit on the emotional side (often going off to the woods to bang some drums) and claims to be in touch with its female lemming side.

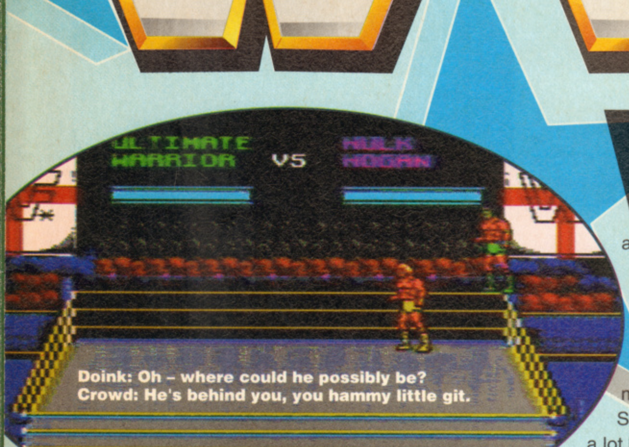
❼ **Console Lemming:** hopelessly addicted to shallow games with fast whizzy graphics and little gameplay. Doesn't mind paying £70 for a single game. Fiercely tribal, the console lemming will defend his own brand of console to the death (using moves learnt while playing ultra-violent games).

❽ **Carboot Lemming:** comes with a car and an endless supply of useless knick-knacks. The carboot lemming will happily sell the other lemmings non-functional gramophone players, folk doll toilet roll holders and odd brass objects of indeterminate origin.

❾ **HenParty Lemmings:** this only operates within a flock. The henparty lemmings get roaringly drunk on cheap cider and sing rude songs very loudly. Comes equipped with L-plates and a sandwich board with pictures of nude man lemmings on it.

❿ **MotorwayCone Lemming:** drives along the levels laying out an endless supply of red and white cones for no reason at all. These hold up all the other lemmings who wait for days to get to the front of the queue only to find that the reason for the hold-up is another Motorway Cone lemming coming the other way.

WWF 2



Doink: Oh – where could he possibly be?
Crowd: He's behind you, you hammy little git.

WWF stands for World Wrestling Federation. It's American wrestling (leans away from keyboard to try and stop giggling). Would you like to know what that is? Simple, really – can you imagine what would happen if you let the organizers of a Sandown pier pantomime get hold of British wrestling? That right – the only thing missing is the gingham dress.

Sitting here writing this review, it really is a lot harder to explain just how hyped WWF wrestling really is. You see, I could give you the following description:

Under a hail of mass cheers, the two wrestlers enter the ring, dressed in their costumes (these can be anything from a bandana to full body armour with zips in the knees). The wrestlers then disrobe and stand around in their swimming trunks staring each other out, grabbing the referee's microphone, and shouting catch phrases. After several minutes of mentally working out (staring at someone and talking at the same time as sucking your stomach in), the fight finally begins.

So the two wrestlers shake hands (probably throwing in an illegal punch here and there), and prepare to get down to business. The referee then hams up being incredibly pre-occupied with his shoelace, so that one of the wrestlers can throw in an illegal kick in the teeth, at which point the ref looks round and plays up the fact that he's utterly confused as to what the hell's going on.

Next up, there's pain. To everyone else, pain means swiftly clutching the body part that happens to be hurting at the time, and saying something like 'ow'. For WWF wrestlers, this couldn't be any further removed from reality. To them, you see, pain involves staggering around almost comically, trying to clear their head by shaking it, all the time keeping their back to their opponent, so he can sneak in another 'surprise' attack.

The match then continues in this fashion, with people bouncing each other around, using moves that would kill a man if the punches were not pulled and moves that, though the victim shows a look of intense pain (and subsequently bravery, fortitude and stamina), wouldn't knock the skin off a mug of cocoa.

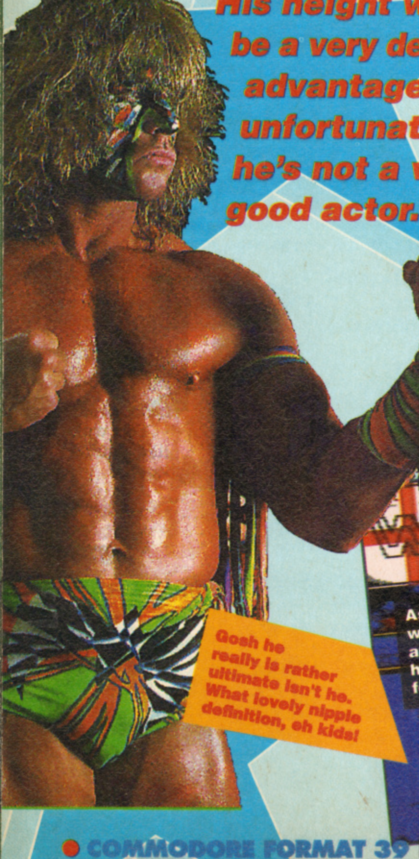
Finally, as in all sports, there is a winner. It doesn't stop there, though, as there is also a gimmick. There is one wrestler (who's name eludes me, but was probably something deeply tacky like the Barber of Seville) who cuts his defeated opponent's hair off, another who prats around with a snake wrapped around his upper torso like a wrap.

It's like watching a pub fight, sitting there and knowing that there's nothing you can do about it.

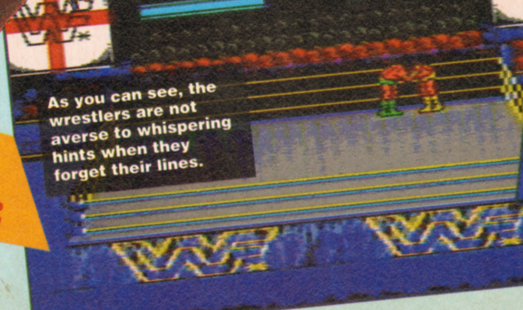
And so the two 'sportsmen' walk off again, the winner grinning too deeply into cameras, and the loser snarling at children who're crushed up against the railings by middle-aged women who's biggest kick in life came in the form of the charade they've just watched.

I could say that, you see, but it wouldn't be enough. It wouldn't cover the pre-match slagging matches, the personal vendettas, the occasional glimpse into the soap-operized private lives of the wrestlers, the

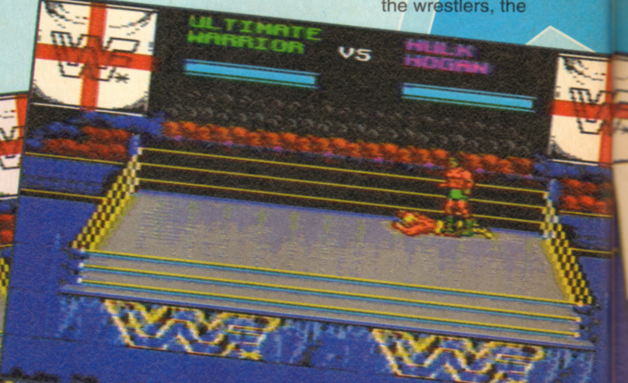
If Simon Forrester ever wanted to be a WWF wrestler, he wouldn't have much luck. His height would be a very definite advantage, but unfortunately he's not a very good actor.



Gosh he really is rather ultimate isn't he. What lovely nipple definition, eh kids!



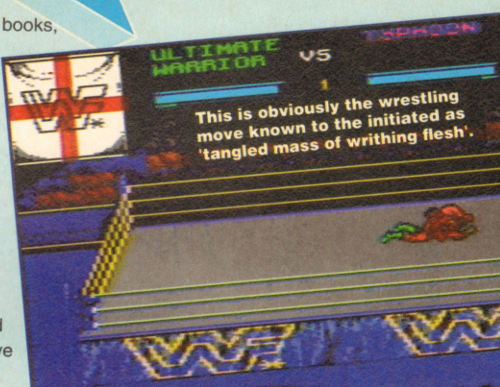
As you can see, the wrestlers are not averse to whispering hints when they forget their lines.



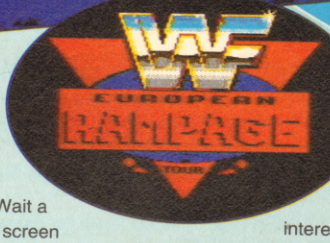
Banned
In the sport itself, this move is in the game. Yes, 'foot up bottom' gets 'em every time.

posters, calendars, watches, books, cartoons, comics, film appearances, bed spreads, wall paper, lamp shades, cuddly toys, plastic figures, costumes and computer games. It wouldn't cover the fact that Titansports are probably going to do something very painful to certain areas of my body for not putting a ™ after every word even vaguely connected with the sport (because they've licensed the whole gosh darned thing).

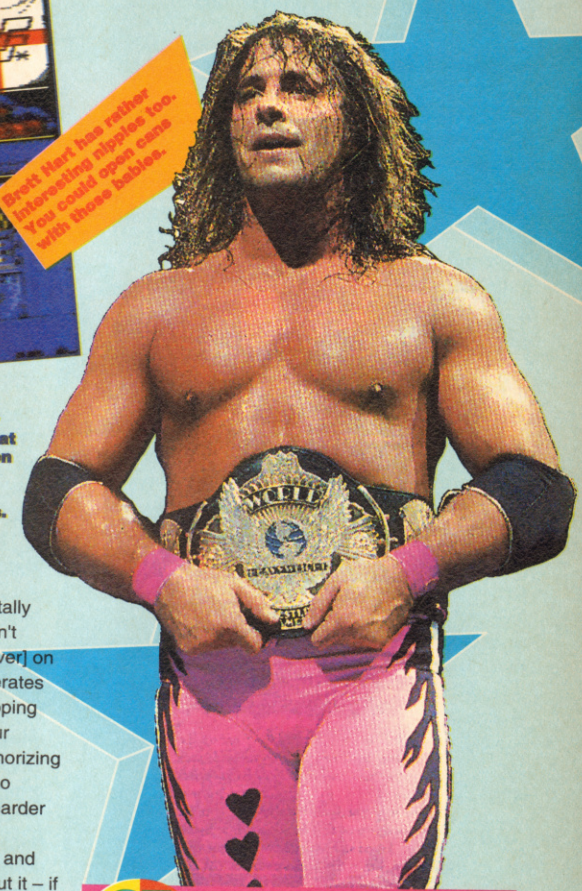
So here is the game, and with the success of the sport itself (not the huge amount of money, advertising, and probably legal fees poured into its production), it'll sell whatever I say.



This is obviously the wrestling move known to the initiated as 'tangled mass of writhing flesh'.



What a nice logo – it's only by chance that it's not set on a background of recurring ™s.



Brett Hart has rather interesting nipples too. You could open cans with those babies.

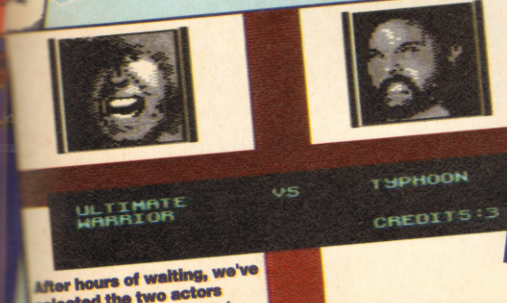
So let's load up the game. And wait. Wait a bit more, then wait some. Finally, the title screen loads (this is the disc version, incidentally), and we wait. Sooner or later (actually, later) you get the little menu, enabling you to either spar (if 'perform' wouldn't be a better word) with a partner, or go up against the computer. Either way, you have a choice of four characters – Randy Savage (nutter bloke), Hulk Hogan (religious bloke), Ultimate Warrior (pagan bloke) or Bret Hart (irritating flashy bloke).

The fight begins, opening with two far-too-small blokes in a far-too big ring – thankfully, we've escaped all the bloody hype. Playing the computer version, the series of events is really quite simple. As you walk up to your opponent, he hits you in the chest. By the looks of your blokey, it hurts quite a bit (by the looks of your energy bar, it did no damage at all, which is probably really quite fitting). My granny always used to say that if someone hits you, hit them back. So you do. Twice. As computer blokey's reeling from the awesome damage of your fist, you grab him, and enter a grapple.

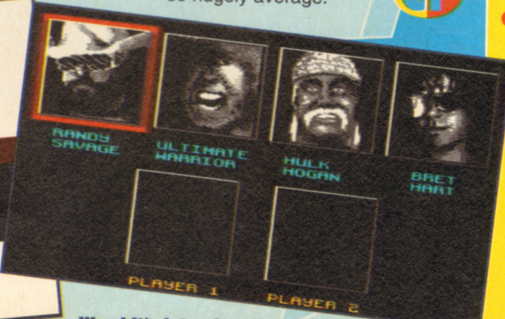
The rest is all very American wrestling, really, so you can take it for granted that there's a lot of throwing about, climbing on posts, bouncing off ropes, etc. The only problem is that you're never really quite sure what you're doing. You see, whereas one joystick movement will do one thing in one given situation, as soon as that situation changes, so does the action you're selecting. This does not mean that the game contains nearly all of the interesting, fun, and brutally painful moves you'll find in the sport. It doesn't mean you can actually think "I'll do a [whatever] on him now". This means the gameplay degenerates into waggling a joystick around aimlessly, hoping you'll win, as you can never predict what your actions will do (unless you spend hours memorizing all the various moves within the game). It also means that you'll probably lose against the harder computer opponents.

It's like watching a pub fight, sitting there and knowing that there's nothing you can do about it – if you want better graphics, sound, and probably marginally better gameplay, just go home and watch WWF on the telly. Sure, you could study the art of WWF for several days just to know what you're doing from the first second onwards, but the initial (or rather total) confusion throughout the game will (I promise you) turn you cold.

So let's just say that maybe you've sat around and actually studied the arcane skills needed to play this game – what then? Well, it's just a mediocre beat-'em-up, that seems to be relying on the fact that it's based on WWF characters to sell it, because it certainly has no other distinguishing features. There are lots of moves, but with this control system you're doing the same stuff in a different direction, and watching the result – it's not really interactive, the machine could decide the move you wanted to make for. It's just so hugely average. CF



After hours of waiting, we've selected the two actors who're going to 'perform'.



Wow! It's lots of really horribly drawn black and white pictures of utterly brainless meatheads.

CF VITAL STATISTIX

GAME.......WWF EUROPEAN RAMPAGE
PUBLISHER.........................HIT SQUAD
CONTACT NUMBER......061 832 6633
PRICE.....................................£3.99
AVAILABLE...............................1994
OTHER INFO...TAPE ONLY, MULTILOAD

WWF2

- Reasonable if slow moving and bland graphics.
- The time limit is way too short for a computer game.
- Behind the hype it's just so average I want to die.

POWER RATING
60%

NEXT MONTH

Commodore Format is middle-aged, it's official, next month we hit the four oh. We're not getting depressed about it though, I mean senility comes to us all in the end, computer magazine or otherwise. Next issue also happens to big the big Chrimble do, so we'll be getting all festive on the CF sherry.

Jon Wells will be continuing his stonking SEUCK feature and thoroughly confusing the CF crew in the process. The Apex chappies will be adding their voice to the game design tutorial, telling you even more trade secrets. You'll all be writing blockbusters soon.

Andy Roberts has got a stonking gamebusters section lined up, with a special emphasis on two particular games, two very popular joystick outings and the ones you've been asking for again and again. Hurrah!

There's a new diary of a game starting soon, Jon Wells is creating a platormer with a friend of his and he'll be letting us know how he gets on. What with all the usual reviews, previews and honest to goodness bottom jokes, it's going to be a stonker.

Right, we've got loads of Christmas shopping to do, so I'm letting the team out early. Be good, see you all next month and remember: never eat yellow snow.

HUTCH

PRISONER CELL BLOCK Z

Dear Commodore Format,

Things have taken a bit of a turn for the worse guys. Last month I told you about that funny woman and her coat. Well, I finally caught up with her again at the border town of St Nimés Sur Noilly she was sitting in a large black limousine, talking to an old chap with a great coat and a rather fetching hat.

I tapped on the window and she seemed very surprised to see me. After about ten minutes I managed to persuade her to put the window.

"The last time we met you lost this…" I handed over the parcel. The grey haired chap chuckled a bit and raised his eyebrows at the woman.

"Thank you very much, you've saved me a lot of time and trouble," she said.

"Not at all, anything to be helpful," I replied.

"However you know too much now, so… I'm sorry…" she said.

From nowhere I felt both my arms get grabbed and then a bag was pulled over my head. I was driven in a very noisy vehicle for some time and was then dragged into a musty smelling building. When they finally took the bag off my head I found that I was in a mouldy, stinky, manky and somewhat damp cell in what looked like a castle.

I've been here for three weeks now and I've seen no one in that time. Twice a day they stick some food under my door and that's it. I smuggled this message out on a rat that I've been training (I nicknamed it Regor) and as there aren't any more of the furry blighters around, I don't know when I'll be able to communicate with you all next. Send help. Please. Or at the least, a change of underwear; I've been wearing the same knickers for nearly a month now and they've started talking.

Yours getting increasingly depressed,

Roger

CF SHARES OFFER!

Forget that new Spielberg series, there are far more interesting things happening on your C64. *CF*40 will be on sale on 23rd December 1993, but you can get a special 'Mag-Save' option on this limited edition*. Just fill out this form and hand it to your newsagent and they'll stash a copy away for you. No more *Alive and Kicking*. Hurrah!

MAG*SAVE

Hey Newsagent dude/babe (Sir/Ma'am), Like, save me one of those righteous (rather good) *CF*s (*Commodore Format*s) man. *CF*40 (the December issue) is happening (goes on sale) real soon (on the 23rd of December). Excellent (Thank you very much).

MY NAME ______________________

MY ADDRESS ______________________

____

____

ANOTHER CHANCE TO SEE...

HAIRY HAPPENIN'

We had so much fun doing the photo-shoot for the contents page that we took rather too many photos. These are some of the more amusing poses that we threw while Stuart Baynes clicked the shutter. Hutch has mastered the pout, possibly from watching Lisa, Simon has got the come-on sussed, Ollie's got the baby look down pat and Clur looks well odd as a green head.

WIZARD GAMES

1 NORTH MARINE ROAD, SCARBOROUGH, NORTH YORKSHIRE Y012 7EY. IF YOU'RE IN THE SCARBOROUGH AREA, COME IN AND SEE US. OPEN 9.00AM - 5.30PM 6 DAYS A WEEK. TEL: 0723 376586

✱ C. 64 CASSETTES ✱

3D CONSTRUCTION KIT + INSTRUCTIONAL VIDEO (BUILD YOUR OWN VIRTUAL REALITY)	4.99
5TH GEAR	2.99
ALIEN STORM	2.99
AMAZING SPIDERMAN + CAPT. AMERICA IN DR DOOM'S REVENGE	3.50
ANTIRIAD	2.99
ARCADE FRUIT MACHINE	2.50
ARCADE TRIVIA QUIZ	1.99
ARKANOID	2.99
ARKANOID REVENGE OF DOH	2.99
AUGIE DOGGIE + DOGGIE DADDY	3.99
BALL BLASTA	2.50
BALLOON BATTLES	3.50
BANGER RACER	2.99
BANGKOK KNIGHTS	1.99
BIOLOGY 2	4.99
BLUE BARON	2.99
BONANZA BROTHERS	2.99
BOUNCING HEADS	2.50
BUBBLE BOBBLE	3.75
BUBBLE DIZZY	3.75
BUG BOMBER	3.50
BULLY'S SPORTING DARTS	3.75
BUMP SET SPIKE	1.99
CASTLE MASTER	2.99
CHEMISTRY 2	4.99
CHUCKIE EGG	3.75
CHUCKIE EGG II	3.75
CJ IN THE USA	2.99
CJ'S ELEPHANT ANTIC	2.99
CLASSIC ARCADIA INVADERS/MUNCHER/AXIENS	2.50
CLASSIC ARCADIA 3	1.90
COUNT DUCKULA	2.50
CYBERNOID	1.99
CYBERNOID 2	1.99
DALEK ATTACK	4.99
DARKMAN	3.75
DEFENDERS OF THE EARTH	2.99
DIZZY PANIC	3.75
DOC CROCS	2.99
DOUBLE DRAGON	1.99
EDD THE DUCK	2.99
ELVIRE (ARCADE)	3.99
EMPIRE STRIKES BACK	2.99
ENGLAND	3.99
EUROPEAN SUPERLEAGUE 2 +BOARD GAME	5.99
F.A. CUP	1.99
F1 TORNADO	3.50
F15 STRIKE EAGLE (MICROPROSE)	3.99
FANTASY WORLD DIZZY	3.75
FIRST PAST THE POST	2.99
FOOTBALL MANAGER 3	7.99
FUN SCHOOL 2 6-8 YEARS	3.75
FUN SCHOOL 2 OVER 8	3.75
FUN SCHOOL 2 UNDER 6	3.75
GEMINI WING	1.99
GRAHAM GOOCH MATCH CRICKET	1.99
HAMPSTEAD (ROLE PLAYING)	3.99
HARD OF INOVAR	2.99
HAWKEYE	1.99
HEROBOTIX	1.99
HOB GOBLIN	2.99
HOSTAGES	2.99
HUNT FOR RED OCTOBER	2.99
ICE HOCKEY	2.99
INDIANA JONES & FATE OF ATLANTIS	7.99
INTERNATIONAL TRUCK RACING	2.99
INVASION	1.99
JACK NICKLAUS GREATEST 18	3.75
JAWS	1.99
JIMMY'S SUPER LEAGUE	2.50
JOCKY WILSON DARTS CHALLENGE	2.50
KWICK SNAX DIZZY	3.75
LIVERPOOL	8.99
MAGICLAND DIZZY	3.75
MATCH OF THE DAY	3.99
MATCH POINT	2.99
MC DONALD LAND	6.99
MERCS	2.99
MIG 29	2.99
MINI OFFICE	2.99
MOONTORC	1.99
NAVY MOVIES	2.99
NEW ZEALAND STORY	3.75
NICK FALDO CHAMP GOLF	10.99
NIGHT BREED	2.99
OPERATION HORMOZ	2.50
PARA ACADEMY	2.50
PIRATES	4.99
PIT FIGHTER	2.99
PLAYDAYS AGE 3-8 YEARS	5.99
POPEYE 3	2.99
POSTMAN PAT 3	2.99
PUB GAMES	2.50
PUZZNIC	2.99
Q10 TANK BUSTER	2.99
QUE DEX	2.99
RAINBOW ISLANDS	3.75
RETURN OF THE JEDI	2.99
ROGUE	1.99
ROUND THE BEND	2.99
RUBIK'S MUSIK	2.50
SCORPION	2.99
SHADOW WARRIORS	2.99
SHANGHI	1.99
SHAO-LINS ROAD	2.50
SHERLOCK	3.99
SIMPSONS	3.75
SKATEWARS	2.99
SKY HIGH STUNT MAN	2.99
SNOOKER + POOL	2.99
SNOWBALL IN HELL	2.99
SOCCER 7	2.99
SOCCER STAR	2.99
SOOTY'S FUN WITH NUMBERS (AGE UP TO 7)	8.50
SPACE CRUSADE	4.99
SPACE GUN	2.99
SPEEDZONE	2.99
STEEL	2.99
STEIGAR	1.99
STRIKER MANAGER	2.99
SUBTERRANEA	2.99
SUPER HANG ON	2.99
SUPER SCRAMBLE	1.99
SUPER STOCK CAR	2.50
SUPERTED	2.50
SWITCHBLADE	2.99
SYNTAX	2.99
TAG TEAM WRESTLING	3.75
TAI CHI TORTOISE	3.50
TERMINATOR 2	3.75
THE DUEL - TEST DRIVE 2	3.75
THE POWER (PUZZLE GAME)	2.99
THE WOMBLES	2.50
THOMAS THE TANK ENGINE	3.50
THOMAS THE TANK ENGINE FUN WITH WORDS (AGE UP TO 7)	8.50
TILT	2.99
TRACK SUIT MANAGER	1.99
TREASURE ISLAND DIZZY	3.75
TURTLES COIN OP	2.99
WACKY DARTS	2.99
WEC LE MANS	2.99
WELLTRIS (3D TETRIS)	2.99
WILD STREETS	2.99
WINTER CAMP	2.99
WINTER SUPER SPORTS (8 SPORTS EVENTS)	4.99
WONDER BOY	2.99
WORLD BOXING MANAGER	1.99
WORLD CHAMP SOCCER	3.99
WORLD CRICKET	2.99
WORLD CUP	2.99
WORLD SOCCER	2.99
WWF	3.75
X TERMINATOR	2.99
XENON	2.99
YES PRIME MINISTER	1.99

✱ C. 64 DISKS ✱

3D TENNIS	3.99
AMC	2.99
ARNIE	3.99
BAT	6.99
BIG 100 GAMES	10.99
BLACK HORNET (Flight Sim)	4.99
BLOOD BROTHERS	3.99
BLUE THUNDER	3.99
BOOK OF THE DEAD	3.99
BOULDERDASH 4	3.99
BUG BOMBER	2.99
CHEVY CHASE	3.99
CISCO HEAT	4.99
CRICKET CAPTAIN	4.99
DALEK ATTACK	5.99
DEATH OR GLORY	4.99
DEFENDERS OF THE EARTH	3.99
DEFLECTOR	3.99
DICK TRACY	3.99
DIG DUG	4.99
DISCOVERY	4.99
DOC CROC	3.99
EDD THE DUCK	3.99
EDD THE DUCK 2	3.99
ELVIRA (ARCADE)	3.99
ESWAT	3.50
EUROPEAN CHAMPIONS	4.99
EUROPEAN FOOTBALL CHAMP	4.99
F1 TORNADO	3.99
F 16 COMBAT PILOT	4.99
FEDERATION	4.99
FOOTBALL MANAGER 3	10.99
FRANKENSTEIN	3.99
FRUIT MACHINE	3.99
FUTURE KNIGHT	3.99
GAZZA 2	4.99
GLIDER PILOT	4.99
GRAEME SOUNESS SOCCER MANAGER	3.99
HEAT SEEKER	3.99
HONG-KONG PHOOEY	3.99
ICE HOCKEY	3.99
INDIANA JONES, LAST CRUSADE	4.99
INSECTOR HECTII	3.99
INTERNATIONAL TENNIS	3.99
JAHANGIR KHAN'S SQUASH	4.99
JOHNNY QUEST	3.99
JUDGE DREAD	3.99
KENNY DALGLISH FOOTBALL MANAGER	3.99
KRAKOUT	3.99
LAS VEGAS CASINO	4.99
LINE OF FIRE	3.50
LIVERPOOL	10.99
LORDS OF CHAOS	3.99
MACH (ULTIMATE WARRIOR)	2.99
MOONSHADOW	3.99
NATO ASSAULT COURSE	4.99
NEIGHBOURS	3.99
NICK FALDO CHAMP GOLF	13.99
NINJA HAMSTER	3.99
OVERLANDER	3.99
POSEIDON PLANET II	3.99
QUICK DRAW McGRAW	3.99
RHYTHM KING (DRUM PROGRAM)	4.99
ROAD RUNNER	3.99
ROGUE TROOPER	4.99
RUFF & REDDY	3.99
SOOTYS RUN WITH NUMBERS (UP TO 7 YRS)	4.99
SO WICKED GAMES	4.99
SPACE CRUSADE	9.99
SPACE RIDER	3.99
SPOT	5.99
SPY VS SPY 1	3.99
STEVE DAVIS SNOOKER	3.99
STIFF LIP & CO	3.99
TITANIC BLINKY	3.99
THOMAS THE TANK FUN WITH WORDS (UP TO 7YRS)	4.99
TOP SHOTS KICK OFF	3.99
TOPCAT	3.99
TRACK SUIT MANAGER	3.99
TURBO THE TORTOISE	3.99
ULTIMATE GOLF	3.99
VOLFIELD	3.99
WACKY RACES	4.99
WELLTRIS	3.99
WINTER OLYMPIAD	2.99
WINTER SUPERSPORTS 92	4.99
WORLD CHAMPIONSHIP BOXING MANAGER	3.99
WORLD CRICKET	3.99
WORLD RUGBY	3.99
WORLD'S GREATEST BALL GAMES	3.99
YOGI'S GREAT ESCAPE	3.99
ZORK 1	3.99

✱ COMPILATIONS - CASSETTE ✱

POSTMAN PAT COLLECTION	POSTMAN PAT 1, 2 & 3	3.99
POPEYE COLLECTION	POPEYE 1, 2 & 4	3.99
BALL GAMES	GOLF, HEAD COACH, KICK OFF, FOOTBALL MANAGER	3.99
LOOPZ COLLECTION	EMLYN HUGHES ARCADE QUIZ/AUDIOGENIC/HELTER SKELTER	3.99
HERO QUEST + RETURN OF WITCHLORD		5.99
POWER PACK	BMX KID/THRUST 2/IMAGINATION/PRODIGY	2.99
LINEKER COLLECTION	SUPERSKILLS/HOT SHOT/ITALY 1990/SUPER STAR SOCCER	4.99
HIT PACK	CALIFORNIA GAMES/BARBARIAN 2/OUTRUN	3.99
SOCCER SPECTACULAR	WORLD CHAMPIONS/PETER SHILTON'S HANDBALL MARADONA/FOOTBALL MANAGER/PETER BEARDSLEY'S INTERNATIONAL FOOTBALL/SOCCER SUPREMO	4.99
KIDS PACK 1	POSTMAN PAT/POPEYE 2/SOOTY + SWEEP/WOMBLES/SUPER TED/COUNT DUCKULA	(SPECIAL PRICE) 4.99
KIDS PACK 2	FIREMAN SAM/COUNT DUCKULA 2/POPEYE/POSTMAN PAT 2/HUXLEY PIG/BANGERS + MASH	(SPECIAL PRICE) 5.99
SUPREME CHALLENGE	SENTINEL/STARGLIDER/ELITE/ACE II/TETRIS	4.99
SUPER FIGHTER	FINAL FIGHT, WWF, PIT FIGHTER	6.99
MEGA HOT	ATV, PINBALL, BMX, TENNIS, RUGBY, MIG 29, FRUIT MACHINE, GPS	2.99
SPORTS	3D POOL, 5 A-SIDE SOCCER, JOCKY WILSON DARTS, INT. ICE HOCKEY, FANTASTIC SOCCER	5.99
TOLKEN TRILOGY	THE HOBBIT, LORD OF THE RINGS, SHADOWS OF MORDOR	5.50
30 RED HOT HITS	SPIN DIZZY, FORMULA 1 SIMULATOR, DAY OF THE EXPLODING FIST, SPACE PILOT, D DARE, MORPHEUS, PLUS 24 MORE GAMES.	4.99
BIG BOX 2	30 GREAT GAMES	9.99
SUPER ALL STARS	STEG THE SLUG, MAGICLAND DIZZY, CAPTAIN DYNAMO, CJ IN THE USA, TURBO THE TORTOISE	8.99
SUPER STAR SEYMOUR	SERGEANT SEYMOUR ROBOT COP, SEYMOUR GOES TO HOLLYWOOD, SEYMOUR STUNTMAN, SUPER SEYMOUR SAVES THE PLANET, WILD WEST SEYMOUR	8.99
PSYCHO'S SOCCER	KICK OFF 2, MANCHESTER UNITED, FIGHTING SOCCER, WORLD CHAMPIONSHIP SOCCER	4.99
COMPUTER HITS 4	BRIDE OF FRANKENSTEIN, ALLEYKAT, CLASSIC SNOOKER, STARQUAKE, UCHI MATA, ANTIRIAD, DEACTIVATORS, SPIN DIZZY, SKATE ROCK, IRIDIS ALPHA, MAGIC MADNESS, DANDY	3.99
CLASSIC COLLECTION	COLOSSUS CHESS, WORLD SOCCER, BARBARIANS, GREMLINS 2	4.99
NINJA COLLECTION	DOUBLE DRAGON, SHADOW WARRIOR, DRAGON NINJA	4.99
CLASSIC ARCADIA COLLECTION	INVADERS, AXIENS, MUNCHER, MISSLE GREBIT, CRAZY ERBERT	3.99
GINORMOUS PACK	RED ARROWS/ARMY MOVES/GRID IRON 2/PRO MOUNTAIN BIKE SIMULATOR/BMX NINJA/RUGBY BOSS/EVERYONE'S A WALLY/SOCCER CHALLENGE/THE REAL STUNT EXPERTS/COMBAT ZONE/SOCCER BOSS/RUN FOR GOLD/DEAD OR ALIVE/TURBO BIKE/AUSTRALIAN RULES FOOTBALL/GUN BOAT/PUNCH & JUDY/GAME OVER/RALLY DRIVER/STRIKE FORCE COBRE	5.99

PRICE BREAKTHROUGH

C. 64 CARTRIDGES

BATTLE COMMAND, BATMAN, CHASE HQ 2, NAVY SEALS, ROBOCOP 3, TOKI, SHADOW OF THE BEAST

ALL AT £5.99 EACH

DOUBLE PACKS

1. PITFIGHTER + SHADOW WARRIOR	3.99
2. SPACE GUN + JAHANGIR KHAN SQUASH	4.99
3. BONANZA BRO'S + SHADOW WARRIORS	4.99
4. THE BOXER + LEAGUE FOOTBALL	3.99
5. SPITFIRE 40 + STRIKE HARRIER	1.99
6. BISMARK + SPITFIRE 40	2.99
7. GLADIATORS + BISMARK	3.99
8. INTERNATIONAL FOOTBALL + RUGBY COACH	2.99
10. FINAL WHISTLE + SOCCER DOUBLE	2.99
11. CRICKET MASTER + SOCCER DOUBLE 2	2.99
12. CRICKET MASTER + EURO BOSS	2.99

4 MOST SPECIALS

WORLD SPORTS
BASEBALL, JUDO, BASKETBALL, GRIDIRON 2

AIR POWER
ACE, MEGANOVA, HELLFIRE ATTACK, IMPLOSION

ACTION
STRIKE FORCE COBRA, COMBAT ZONE, GUN BOAT, DEAD OR ALIVE

THRILLERS
FURY, SPLAT, VIXEN, MEGA, APOCALYPSE

TOPPERS
SPIN DIZZY, CONFUZION, OINK, TARZAN

CUTE
STAR PAWS, HOWARD THE DUCK, DANGERMOUSE, PUNCH & JUDY

ADVENTURE
LIFE TERM, SMASHED, WIZ BIZ, STAR WRECK

SUPERSPORTS
US BASKET MASTER, CRICKET INT., KENTUCKY RACING, CHAM'SHIP SPRINTING

£1.99 EACH ANY 4 FOR £5.00

✱ SPECIAL ✱ CASSETTE ONLY

SCRABBLE DELUXE

£2.50 NOT BOXED

✱ COMPILATIONS - DISK ✱

THE POWER HOUSE	SECRET OF KANDER/TERMINATOR	3.99
TRIPLE DECKER	INVADERS/MUNCHER/AXIENS	4.99
SUPREME CHALLENGE	STARGLIDER/TETRIS/ELITE/ACE 2/THE SENTINEL	5.99
MEGA PACK	EYE OF HORUS/TIME FIGHTER/STAR RAY/MATADLE	4.99
PSYCHO'S SOCCER	FIGHTING SOCCER/KICK OFF 2/WORLD CHAMPIONSHIP SOCCER/MANCHESTER UNITED	5.99
CLUBHOUSE SPORTS	3D PINBALL/SHOOTING GALLERY BILLIARDS/SKEEBALL/FOOTBALL/CRAZY POOL	5.99
BALL GAMES PACK	GOLF/FOOTBALL MANAGER/HEAD COACH/KICK OFF	4.99

✱ SPECIAL OFFER C. 64 DISKS ✱

- WORLD CHAMPION BOXING MANAGER
- FALLEN ANGEL
- AUSTRALIAN RULES FOOTBALL

ALL 3 NOT BOXED £2.99

✱ C. 64 DISKS ONLY ✱

**SCRABBLE,
CLUEDO,
RISK**

£6.99

**WIZARD TRIPLE PACK
NOT BOXED + FREE GAME**

✱ SPECIAL OFFER - ANY 2 FOR £5.00 ✱

HIT PACK 1 - KENNY DALGLISH, MOUNTAIN BIKE, PARA ASSAULT, RALLY SIMULATOR

HIT PACK 2 - LAS VEGAS CASINO, GO KART SIM, JOCKY WILSON, SABOTAGE

COMBAT 3 - SPAGHETTI WESTERN, BIONIC NINJA, KICK BOX VIGILANTE, NINJA COMMANDO

GAME PACK 4 - UP PERISCOPE, SNOWBALL IN HELL, SKATIN' USA, GUNFIGHTER

✱ ANY 6 OF THE FOLLOWING TITLES FOR £5.00 ✱

AFTERMATH
AUSSIE RULES - FOOTBALL
CHAMPIONSHIP - BASKETBALL
CONFUSION
CRICKET - INTERNATIONAL
DANDY
FALLEN ANGEL
FOOTBALL FRENZY
FREDDY HARDEST
GAME OVER
GAME OVER 2
GRAND MASTER CHESS
GRID IRON 2
HIDEOUS
JUDO
LETHAL
MAGIC RUFUS
NOMAD OF TIME
PSYCASTRIA
PUNCH & JUDY
RECKLESS RUFUS
ROCKY HORROR SHOW
RUGBY BOSS
SPIN DIZZY
SWEEP
THE LAST NINJA
THE MUNSTERS
TURBO BIKE
US BASKET MASTER
WAR
WHO DARES WINS 2
ZOIDS

THIS IS JUST A SMALL SELECTION OF OUR STOCK. PLEASE SEND FOR OUR LISTS ON AMSTRAD/SPEC OR C64 CASSETTE OR DISK. ORDERS UNDER £5 ADD 50p POSTAGE & PACKING. PRICES INCLUSIVE OF POSTAGE + PACKING FOR ORDERS OVER £5. GAMES SUBJECT TO AVAILABILITY. PLEASE NOTE - A PHONE CALL RESERVES YOUR ORDER. CHEQUES + POSTAL ORDERS MADE PAYABLE TO WIZARD GAMES. PLEASE ALLOW 7 DAYS FOR DELIVERY. OVERSEAS CUSTOMERS PLEASE ADD £1 PER GAME.

AMIGA NEW! AMIGA 1200 PACKS AMIGA CD³² CONSOLE

FROM SILICA – THE UK's No1 AMIGA SPECIALISTS

FREE! FROM SILICA

ZOOL SOFTWARE PACK

ZOOL is the software pack of the year. It includes: Zool, Transwrite, Pinball Dreams and Striker - Value £127.92.

All Amigas from Silica (excluding CD³² and Amiga 4000) include a FREE ZOOL pack and, many of them also include GFA Basic and Photon Paint II. Check individual panels for details.

ZOOL - Platform Title of the year - 97% Amiga Comp - Nov '92	£25.99
TRANSWRITE - Word Processor and Spell Checker	£49.95
PINBALL DREAMS - Pinball Simulation - 94% AUI - Sept '92	£25.99
STRIKER - Soccer Simulation - 94% CU Amiga - June '92	£25.99
ZOOL PACK:	£127.92
GFA BASIC v3.5 - Powerful Basic Programming Language	£50.00
PHOTON PAINT II - Powerful Graphics Painting Package	£89.95
TOTAL VALUE:	£267.87

WORTH OVER £265

AMIGA 600
LEMMINGS PACK

2Mb VERSION + £30 RAM 0565
FREE! ZOOL SOFTWARE PACK

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600,	£199.99
BUILT-IN 1Mb DRIVE	–
BUILT-IN TV MODULATOR	–
DELUXE PAINT III	£79.99
LEMMINGS	£25.99
FREE FROM SILICA (See Top Left)	£127.92
TOTAL PACK VALUE:	£407.90
LESS PACK SAVING:	£218.90
SILICA PRICE:	£189.00

1Mb RAM — PREVIOUSLY ~~£299~~ **£189** INC VAT - AMC 0666

2Mb RAM — PREVIOUSLY ~~£329~~ **£219** INC VAT - AMC 0666 + RAM 0565

AMIGA 600
WILD, WEIRD & WICKED

2Mb VERSION + £30 RAM 0565
FREE! ZOOL SOFTWARE PACK

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600,	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
DELUXE PAINT III	£79.99
MICROPROSE GRAND PRIX	£34.99
SILLY PUTTY	£25.99
PUSH OVER	£25.99
FREE FROM SILICA (See Top Left)	£127.92
TOTAL PACK VALUE:	£494.87
LESS PACK SAVING:	£295.87
SILICA PRICE:	£199.00

1Mb RAM — PREVIOUSLY ~~£299~~ **£199** INC VAT - AMC 0649

2Mb RAM — PREVIOUSLY ~~£329~~ **£229** INC VAT - AMC 0649 + RAM 0565

AMIGA 600HD
EPIC + HARD DRIVE

INCLUDES HARD DRIVE
2Mb VERSION + £30 RAM 0565
FREE! ZOOL PACK + GFA + PHOTON

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:

1Mb AMIGA 600	£199.99
BUILT-IN 1Mb DRIVE & TV MODULATOR	–
64Mb HARD DISK	£179.00
EPIC - A SCI-FI ADVENTURE	£29.99
ROME - ROLE PLAYING ADVENTURE	£25.99
MYTH - STOP THE SPREAD OF EVIL	£19.99
TRIVIAL PURSUIT - POPULAR QUIZ	£29.99
FREE FROM SILICA (See Top Left)	£267.87
PACK VALUE:	£752.82
PACK SAVING:	£403.82
SILICA PRICE:	£349.00

2Mb VERSION + £30 RAM 0565

1Mb RAM 64Mb HD — **£349** INC VAT - AMC 0964

1Mb RAM 85Mb HD — **£399** INC VAT - AMC 0985

AMIGA CD³² CONSOLE
32-BIT CD-ROM

NEW!

INCLUDES OSCAR & DIGGERS CD TITLES

PLUS! LEMMINGS CD FREE FROM SILICA

FREE DELIVERY

TECHNICALLY SUPERIOR

AMIGA v SEGA

	CD³²	MEGA CD
Central Processor	68020EC	68000
Power	32-bit	16-bit
Speed	14MHz	12.5MHz
Standard RAM	2048K	128K
Colour Palette	16.8 million	512
Max Colours On-Screen	256,000	64
Full-Screen Video CD	Optional	No
Dual-Speed CD Drive	Yes	No
4 Voice Stereo Sound	Yes	Yes
Multi-Session	Yes	No
S-VHS Output	Yes	No
Maximum Resolution	840 x 640	300 x 200
CD Titles From	£19.95	£39.99
Price:	£299	£379.98*

*The Mega CD (£269) will only work when plugged into the Mega Drive (£129), therefore the price shown is the total combined price of both models. The Amiga CD32, however, is a standalone system which works without additional units.

- 32-BIT POWER
  The world's first CD-ROM console to use 32-bit technology, 4 x faster than a 68000 CPU
- CD QUALITY STEREO SOUND
- 16.8 MILLION COLOUR PALETTE
- 256K MAX COLOURS ON-SCREEN
- GAMES FROM BELOW £20
- PLUGS INTO A TV OR MONITOR
- PLAYS MUSIC CDs
- DUAL SPEED
  Transfers data almost twice as fast as ordinary CD-ROM drives
- MULTI-SESSION
  Recognises ALL data on CDs, even if the information was added after initial pressing
- FULL SCREEN VIDEO-CD 11/93
  Via an optional extra module which allows you to watch films on the CD32 - compatible with the latest Video-CD standard, endorsed by JVC, Matsushita, Philips and Sony
- 2Mb RAM
- 11 BUTTON CONTROL PAD
- 2 FREE CD TITLES
  - OSCAR
  - DIGGERS

PLUS FREE FROM SILICA LEMMINGS CD WORTH £9.99

- COMPATIBLE WITH 26 CDTV TITLES

OVER 45 TITLES EXPECTED BEFORE CHRISTMAS '93

Amiga CD32 + 3 FREE CD TITLES — **£299** INC VAT - CCD 3200

AMIGA 1200 PACKS + HARD DRIVE OPTIONS

RACE 'N' CHASE

AS STANDARD 2Mb RAM BUILT-IN
FREE! ZOOL PACK + GFA + PHOTON
NEW!

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Trolls AGA
- Nigel Mansell's World Championship AGA
- + *FREE FROM SILICA* (See Top Left)

RACE 'N' CHASE

RAM	HD	Price	Code
2Mb	0Mb	£299	INC VAT - AMC 1224
2Mb	64Mb 19ms	£449	INC VAT - AMC 1464
2Mb	85Mb 16ms	£499	INC VAT - AMC 1485
2Mb	127Mb 16ms	£529	INC VAT - AMC 1527
2Mb	209Mb 12ms	£599	INC VAT - AMC 1609

DESKTOP DYNAMITE

AS STANDARD 2Mb RAM BUILT-IN
FREE! ZOOL PACK + GFA BASIC
NEW!

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY

PACK INCLUDES:
- 2Mb Amiga 1200
- Dennis
- Oscar
- Deluxe Paint IV AGA
- Wordworth V2
- Wordworth Print Manager
- + *FREE FROM SILICA* (See Top Left)

DESKTOP DYNAMITE

RAM	HD	Price	Code
2Mb	0Mb	£349	INC VAT - AMC 1749
2Mb	64Mb 19ms	£499	INC VAT - AMC 1765
2Mb	85Mb 16ms	£549	INC VAT - AMC 1786
2Mb	127Mb 16ms	£579	INC VAT - AMC 1828
2Mb	209Mb 12ms	£649	INC VAT - AMC 1910

AMIGA 1200 SPECIFICATIONS
- 68020EC Processor - 14.19MHz Clock Speed
- 32-bit Architecture/2Mb Chip RAM
- Amiga DOS v3.0/Built-in TV Modulator
- AA Chip Set/16.8 Million Colours
- 1 x 32-Bit CPU/RAM Expansion Slot
- PCMCIA Smart Card Slot
- 96 Key Keyboard with Numeric Keypad
- 2½" Internal IDE Hard Drive Options
- 1 Year On-site Warranty

HARD DRIVE OPTIONS
- Approved 2.5" Hard Drives
- Fitted correctly below metal safety shield - does not invalidate warranty
- Covered by Commodore's Official 1 Year On-Site Warranty
- Look for Special 'Official Upgrade' sticker

AMIGA 1500
HOME ACCOUNTS

FREE PC BRIDGE BOARD WORTH £100
SAVE £300!
MONITOR OPTIONAL EXTRA
FREE! ZOOL PACK + GFA + PHOTON
FULLY EXPANDABLE

FREE DELIVERY

1 YEAR RETURN TO SILICA WARRANTY

PACK INCLUDES:

1Mb AMIGA 1500	£699.99
2 x 3½" BUILT-IN 1Mb FLOPPY DRIVES	–
EXPANSION SLOTS	–
PC COMPATIBILITY	–
VIDEO SLOT For enhanced graphics	–
PC-XT BRIDGEBOARD SUPPLIED	£100.00
PLATINUM WORKS SOFTWARE Word processor, database, spreadsheet	£169.95
PUZZNIC	£24.99
TOKI	£24.99
ELF	£24.99
HOME ACCOUNTS	£29.99
DELUXE PAINT III	£79.99
FREE FROM SILICA (See Top Left)	£267.87
TOTAL PACK VALUE:	£1422.76
LESS PACK SAVING:	£1023.76
SILICA PRICE:	£399.00

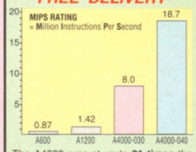
1Mb RAM — RRP ~~£699.99~~ **£399** INC VAT - AMB 1500

AMIGA 4000
SPECIFICATIONS

MONITOR OPTIONAL EXTRA

1 YEAR ON SITE/AT HOME WARRANTY ON ALL CONFIGURATIONS

FREE DELIVERY



The A4000 runs at up to **21 times** the speed of the A600.

GRAPHICS :

- 16.7 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 and 800x600

OPEN ARCHITECTURE:

The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.

- 4x16/32-BIT ZORRO III SLOTS
- 3xPC-AT SLOTS
- 1x24-bit VIDEO SLOT

POWER :

- 1.76Mb 3½" FLOPPY DRIVE

NEW! AA CHIPSET

AMIGA 4000
CONFIGURATIONS

The Amiga 4000 '030' and '040' are available in several RAM/Hard Drive options from Silica (please see below). All are fully configured and approved and carry Commodore's full one year on-site warranty. RAM upgrades are also available from Silica. Due to current fluctuations in the market, please call for upgrade prices.

PLUS! **FREE FROM SILICA**
- Photon Paint II
- GFA Basic

25MHz 68030EC

RAM	HD	Price	Code
2Mb	80Mb 19ms	£979	INC VAT - AMB 3018
4Mb	120Mb 16ms	£1099	INC VAT - AMB 3120
4Mb	214Mb 16ms	£1199	INC VAT - AMB 3214
4Mb	340Mb 12ms	£1399	INC VAT - AMB 3340
4Mb	540Mb 10.5ms	£1699	INC VAT - AMB 3540

25MHz 68040

RAM	HD	Price	Code
6Mb	80Mb 19ms	£1949	INC VAT - AMB 4080
6Mb	120Mb 16ms	£2099	INC VAT - AMB 4120
6Mb	214Mb 16ms	£2199	INC VAT - AMB 4214
6Mb	340Mb 12ms	£2399	INC VAT - AMB 4340
6Mb	540Mb 10.5ms	£2699	INC VAT - AMB 4540

RAM UPGRADES
CALL FOR PRICES

CDTV ADD-ON
FOR A500 or A500PLUS

FREE DELIVERY
FREE SOFTWARE SEE BELOW

A570 UPGRADE

FREE FROM SILICA:
- **Hutchinsons Encyclopedia CD** RRP £29.99
  A fascinating and unique reference tool comprising the complete Hutchinsons Encyclopedia.
- **CDPD - 600 Public Domain Titles** RRP £19.99
  Over 600Mb of Public Domain software and shareware. Includes word processors, data bases and spreadsheets etc., games and utilities.

WORTH OVER £49

This Compact Disc-playing add-on simply clips to the side expansion port of your Amiga 500 and is immediately ready to deliver its power.

- Enables your Amiga 500 to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Transfer time 153Kb/second
- Compatible with CD + G and CD + MIDI formats
- Compatible with ISO9660 standard
- Some old A500s need modification - call for details

WINNER OF THE AMIGA GOLD AWARD 91%

NEW LOW PRICE CDTV — RRP ~~£349.99~~ **£99** INC VAT - CCD 0570

CDTV SOFTWARE

LEMMINGS
These suicidal critters aren't about to take up sunbathing, take on the ingeniously designed puzzles to ensure they survive to tell their descendants the tale.
Ref: CSL 4281 — **£9.99** INC VAT

SIM CITY
As the mayor of Sim City you take control of the police, fire and transport departments. You must challenge crime, survive dreadful weather and aircraft disasters.
Ref: CSS 4921 — **£9.99** INC VAT

SUPER GAMES PACK
This ultra high action compilation is sure to raise your adrenalin level. Includes Jailbreak, Byteman, Deathbolt and Lunar Rescue.
Ref: CSS 8971 — **£9.99** INC VAT

FOR OUR COMPLETE RANGE OF CDTV TITLES PLEASE CALL OUR MAIL ORDER HOTLINE OR VISIT ONE OF OUR SHOWROOMS LISTED BELOW.

APPROVED

Silica are a fully authorised Amiga dealer. We can upgrade Amiga 600 or 1200's with hard drives, for new or existing owners, without affecting Commodore's official on site warranty. We offer other upgrades and repair service for A500 and A500PLUS computers.

UPGRADES & REPAIRS
- *Latest test equipment*
- *20 trained technicians*
- *1,000s of parts in stock*
- *FAST, 48 hour service*
- *We can collect (£5+VAT)*
- *FREE return courier*
- *All work guaranteed*

CALL FOR A PRICE LIST

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

071093-1530

SILICA - THE AMIGA SPECIALISTS

SILICA 1978 15 1993 YEARS SERVICE TO YOU

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- *COMMODORE APPROVED UPGRADES:*
  Official Hard Drive upgrades with ICL on-site warranty.
- *FREE OVERNIGHT DELIVERY:*
  On all hardware orders shipped in the UK mainland.
- *TECHNICAL SUPPORT HELPLINE:*
  A team of Amiga technical experts will be at your service.
- *PRICE MATCH:*
  We match competitors on a "Same product - Same price" basis.
- *ESTABLISHED 15 YEARS:*
  We have a proven track record in professional computer sales.
- *PART OF A £50M A YEAR COMPANY:*
  With over 200 staff - We are solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:*
  Volume discounts are available. **Tel: 081-308 0888.**
- *SHOWROOMS:*
  We have demonstration and training facilities at all our stores.
- *THE FULL STOCK RANGE:*
  All of your Amiga requirements are available from one supplier.
- *FREE CATALOGUES:*
  Will be mailed to you, with special reduced price Amiga offers, as well as details on all Amiga software and peripherals.
- *PAYMENT:*
  We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

HOT LINE **081-309 1111**

SILICA IS A DIVISION OF PRODIS PLC

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-309 1111**
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA **Tel: 071-580 4000**
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (Basement Arena), Oxford Street, London, W1A 1AB **Tel: 071-629 1234**
Opening Hours: Mon-Sat 9.30am-7.00pm Late Night: Thursday - 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX **Tel: 081-302 8811**
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm Fax No: 081-309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA **Tel: 0702 468039**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 7pm Fax No: 0702 468039

IPSWICH SHOP: Debenhams (2nd Floor), Waterloo House, Westgate St, Ipswich, IP1 3EH **Tel: 0473 221313**
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) Late Night: Thursday - 9pm Fax No: 0473 287762

To: Silica Systems, CMFOR-1293-104, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: .... Surname: ....

Company Name (if applicable): ....

Address: ....

....

.... Postcode: ....

Tel (Home): .... Tel (Work): ....

Which computer(s), if any, do you own? 104R

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.